THE ART OF THE LAST OF US PART II

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OF US
PART II

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THE ART OF THE LAST OF US PART II
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FOREWORD

Perusing the vast collection of images for this book reminded us of revisiting old photo albums. It brought back memories from when we started this journey four long years ago, during that inspiring period where Joel and Ellie's next grand adventure began to come to life. We had the foundations of the story, but so much of the project was a blank slate, leaving us free to explore and entertain wild and diverse ideas. This being a sequel with the world already established and the original characters well-defined, we had the perfect mix of existing structure and conceptual freedom. This time, knowing what kind of game we were making and what we found so compelling about the series, it was all about pushing ourselves to make *The Last of Us Part II* bigger and bolder than its predecessor.

Steadily for over two decades, the role of concept art in video game production has become so pivotal. It defines so much of the experience, keeps everyone on the same page, and inspires the team to see beyond the paper or screen. During the production of *The Last of Us Part II*, we expanded to include artists from all over the world and produced more concept art than any prior Naughty Dog project. Our in-house artists and partners created art for graphic design, environments, storyboards, props, and characters. It was amazing to see how much art poured out of their fertile imaginations.

This book is a celebration of our talented concept team and the beautiful work they produced. It represents the culmination of years exploring, taking risks, and pushing the boundaries of their imagination. After you read this book and peruse its images, you will gain an insider's perspective on how this game was made. Concept art is largely invisible when playing the game, but is the foundation that lifted our team to greater heights of art and design—and thusly well worth your time to explore.

Erick Pangilinan | Art Director, John Sweeney | Art Director

The earliest ideas for *The Last of Us Part II* started taking shape in late 2013. We had just finished work on *The Last of Us* and we were trying to figure out what to do next. Should we make a sequel? Where could we take the story next? The first few concepts were not great. While we had some interesting plot outlines, nothing jumped out at us. Nothing felt worthy of diving back into the world of *The Last of Us*. What we realized was that we struggled because our approach was wrong. Instead of trying to find an "interesting story," we needed to unearth a strong emotional core.

With the first game, we found it in the unconditional love a parent feels for their child and what we'd do to protect those we love. As we considered similarly powerful and relatable emotions, we were intrigued by the idea of loss and how it can drive us toward incredible hatred. How far would you go to bring justice to the ones you love? How would the experience change you? What kind of repercussions would follow? We don't have to look very far to see individuals, or even entire nations, locked in cycles of violence—each feeling as though they've been wronged in an unforgivable way, each seeking harsh retribution. With *The Last of Us Part II* we set out to create a game that explores these deep-rooted feelings that many of us may experience at different points in our lives. The story felt relevant, challenging, and completely appropriate for the world of *The Last of Us*. It felt worthy of bringing Ellie and Joel back for another harrowing journey.

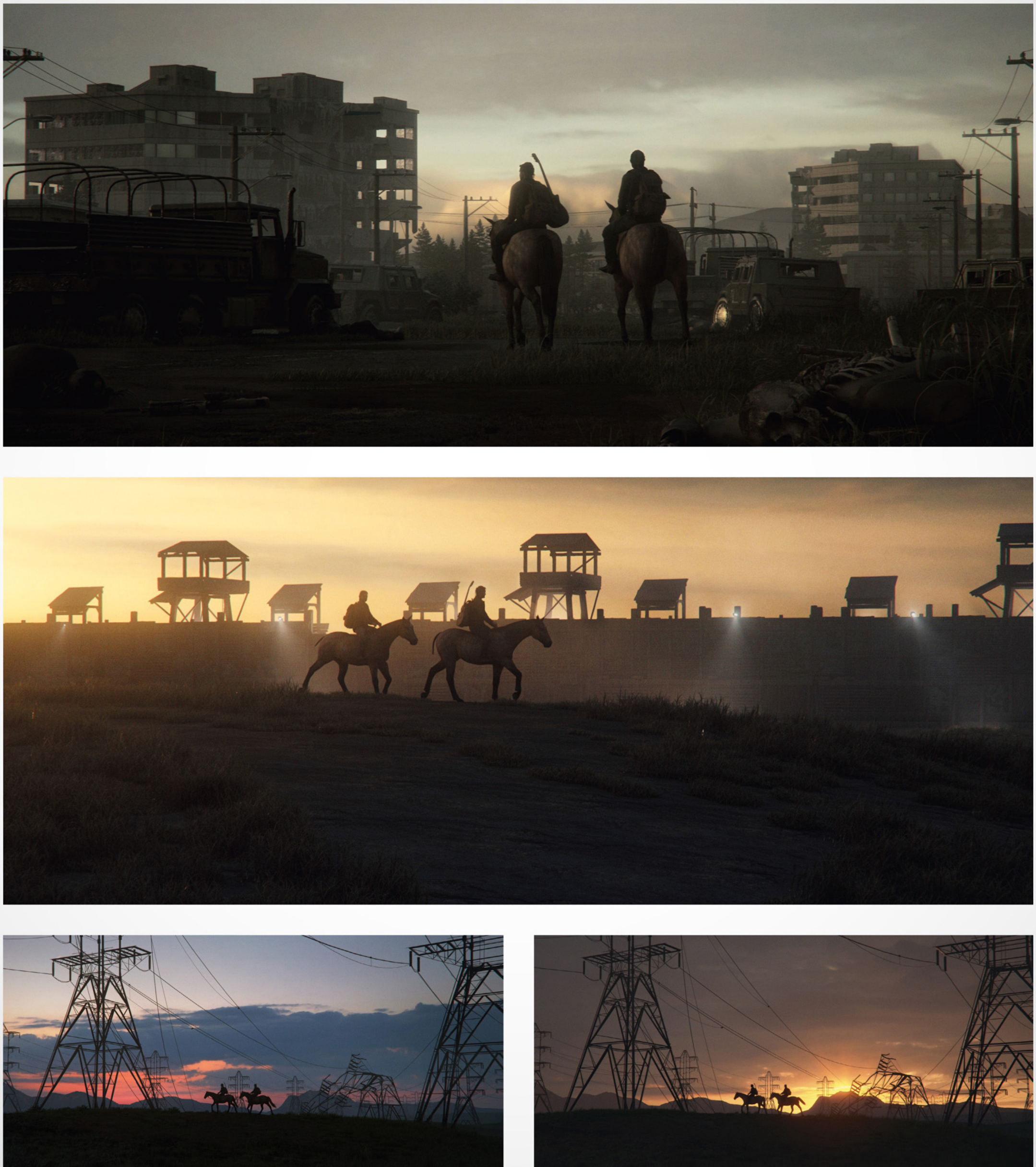
We knew the vision was big, but eventually it became clear that it would mean creating the largest game in Naughty Dog's history. We had more locations, characters, and complicated sequences than ever before. The task in front of our incredible art team was enormous and quite difficult. And yet, in Naughty Dog fashion, they rose to the challenge and then some. They created hundreds of amazing pieces that not only help flesh out the world and its characters, but are beautiful pieces on their own. So much artwork never makes it directly into the game, which is why art books like this are so invaluable. They show the kind of dedication and meticulous iteration it takes to being a game like this to life.

Five years after pouring our blood, sweat, and tears into this game, we've crafted an experience that we're incredibly proud of. We hope this book gives you a glimpse into that journey.

Neil Druckmann | Director

PROLOGUE

Weeks after the events of the first game, we find Joel and Tommy patrolling the outskirts of Jackson, Wyoming. Unable to carry his secret any longer, Joel confesses to his brother what happened at the Firefly hospital in Salt Lake City—how, thanks to the findings from the research into Ellie's immunity, the doctor sought to make a vaccine to save mankind from the *Cordyceps* virus, at the expense of Ellie's life. Unable to make that sacrifice, Joel killed the doctor and saved Ellie. He lied to her, telling her there was no possibility for a cure.



It's a hard truth for Tommy to swallow. The brothers ride all the way back to their hometown in silence. Joel wonders if he made a mistake sharing his secret with his brother.

Artist: Robby Johnson

When they arrive in town, Joel is heartened when Tommy says, “Can’t say I’d have done different.” Despite years of distance, these two brothers have an understanding and an unbreakable bond.

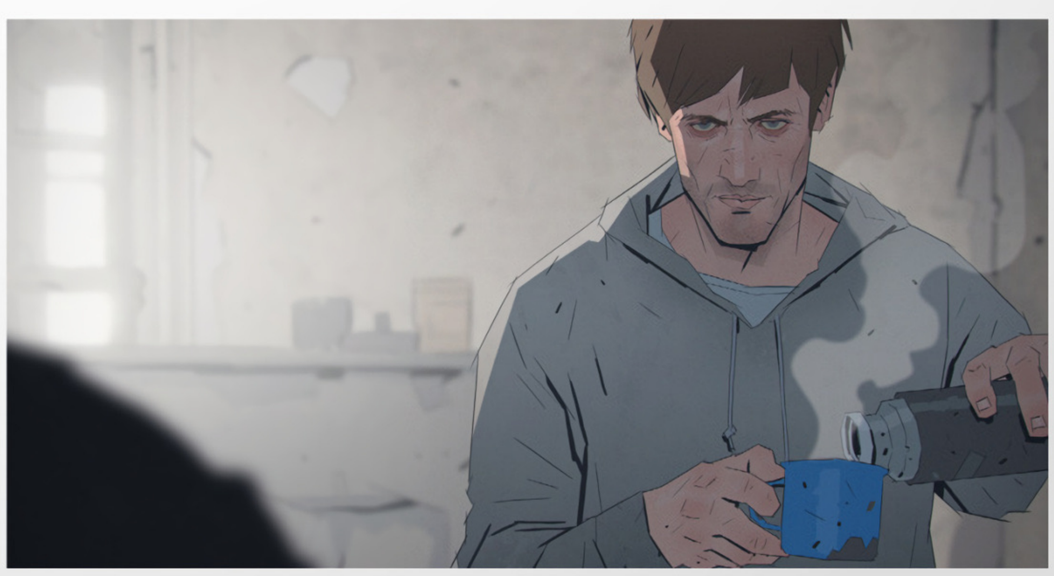
Artists: John Sweeney, John Sweeney, Sebastian Gromann

JACKSON, WYOMING

Ellie and Joel's search for the Fireflies across a hostile post-pandemic United States left them rocked. In the five years since, they've found peace and community in the thriving town of Jackson, Wyoming. In this quiet hamlet, the last thing they expect is the sins of their past to come calling.

WAKING UP

A small group of soldiers, led by the formidable Abby, have been traveling east across the country for weeks. They're looking for closure, and along the way they find a moment of respite in a snowy Wyoming chalet.



Explorations of the mountains surrounding Jackson, including rivers, trees, overlooks, and ski lifts. Nature is at the forefront of these visuals, showcasing the peace and quiet of a northern winter.

Artists: Robby Johnson, Aaron Limonick, Sebastian Gromann, (*Opposite*) Robby Johnson, Richard Lyons, Richard Lyons, Richard Lyons

Wandering the nearby woods, Abby is overwhelmed by an Infected swarm. Just before she's cornered, she's saved by Joel and Tommy. The three race away from the horde, with Abby leading them to the safety of the chalet. Little do they know how fateful their meeting was.

Artists: Sebastian Gromann, Aaron Limonick, Robby Johnson

ABBY

A deft survivalist in her early twenties, Abby has a commanding presence. Preferring utilitarian, militaristic clothing, she is the image of a hardened soldier and wields a weapon with casual confidence. Her imposing, muscular build reflects years of combat and strength training. Her generally unsmiling and serious expression conveys her straightforward, austere nature.

Artist: Richard Lyons

OWEN AND MEL

Owen and Mel have known Abby since childhood and are integral members of her crew. While Owen and Abby have a complicated romantic history, Owen and Mel are now a couple, resulting in tension among the trio.

Artists: Alex Neonakis, Richard Lyons

TOMMY AND JOEL

Brothers by blood and further bonded by trauma, Tommy and Joel are an inseparable duo. After the passage of five fairly stressful and chaotic years, it was important to show the ways they've aged while still maintaining their identifiable looks.

Artists: Hyoung Taek Nam

Concept of Abby cornering a mortally wounded Joel. Her machete is bloodied from severing his hand. As he attempts to shift away from her, stunned and scared, he registers her cold gaze piercing through him. It's in that moment he realizes this isn't a random attack: she's been hunting him.

Artist: Hyoung Taek Nam

PATROL

Unaware of the horrors happening just outside of town, Ellie and Dina begin their routine patrol in the mountains. Over the course of their duties, the girls inch closer and closer toward romance. When a vicious blizzard forces them to seek shelter, their feelings are realized. This passionate moment that took years in the making is interrupted by shocking news—Tommy and Joel are missing.

Artists: John Sweeney, Simeon Schaffner | OPB, Florent Lebrun | OPB, *(Opposit*e) Eytan Zana, Aaron Limonick, Aaron Limonick

Artists: Balázs Ágoston | OPB, Sebastian Gromann, Issac Kim, *(Opposite)* Simeon Schaffner | OPB, Eytan Zana, Eytan Zana

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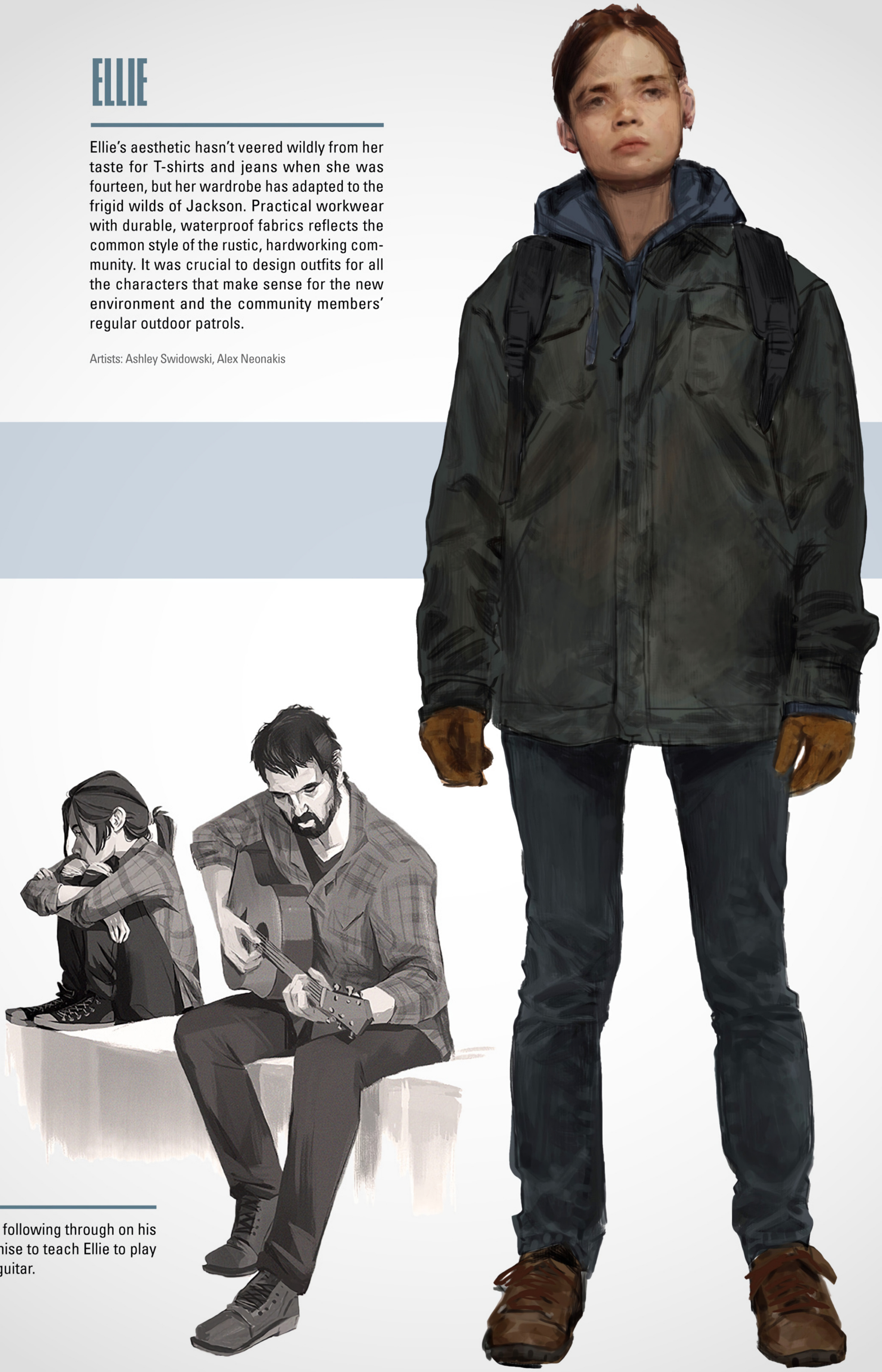
EXIT

ELLIE

Ellie's aesthetic hasn't veered wildly from her taste for T-shirts and jeans when she was fourteen, but her wardrobe has adapted to the frigid wilds of Jackson. Practical workwear with durable, waterproof fabrics reflects the common style of the rustic, hardworking community. It was crucial to design outfits for all the characters that make sense for the new environment and the community members' regular outdoor patrols.

Artists: Ashley Swidowski, Alex Neonakis



Joel following through on his promise to teach Ellie to play the guitar.

DINA

Dina is Ellie's strong-willed best friend and eventual girlfriend. An orphan like Ellie, she learned early on how to handle herself in this dangerous world.

Artist: Alex Neonakis

In Jackson, new generations of survivors are born and raised. They're able to live a somewhat normal life within the walls, having snowball fights and playing tag.

ELLIE AND DINA

Dina serves a unique role as Ellie's partner; while romantic and loving, she needed to also match Ellie's capabilities.

Ellie and Dina's relationship is something they can both cling to through the chaos and uncertainty surrounding them. Dina amplifies the better parts of Ellie and serves as a reminder to find the light even in the darkest of times.

Artists: Alex Neonakis, Winona Nelson
(*Opposite*) Sebastian Gromann, Sebastian Gromann, Hyoung Taek Nam

TORTURE

Abby and her crew's brutality becomes clear the moment they have Tommy and Joel cornered. One of the darker points of this story, the slow torture of Joel serves as a catalyst for everyone involved. While the group's motivation is still a mystery, their rage is palpable.

Artist: John Sweeney
(*Opposite*) Hyoung Taek Nam

"Why don't you say your speech you have planned and just end it already."—Joel Miller

Ellie, forced to witness Joel's gruesome death, mourns him deeply. Her father figure is gone, ripped away from her at a pivotal time in her life.

Artists: Richard Lyons, Sebastian Gromann, Sebastian Gromann (*Opposite*) Hyoung Taek Nam

Joel's modest Jackson home, filled with mementos he collected over a lifetime. As Ellie prepares to leave, she searches his house for his gun. In her exploration, she discovers his broken watch, a gift from his deceased daughter, Sarah.

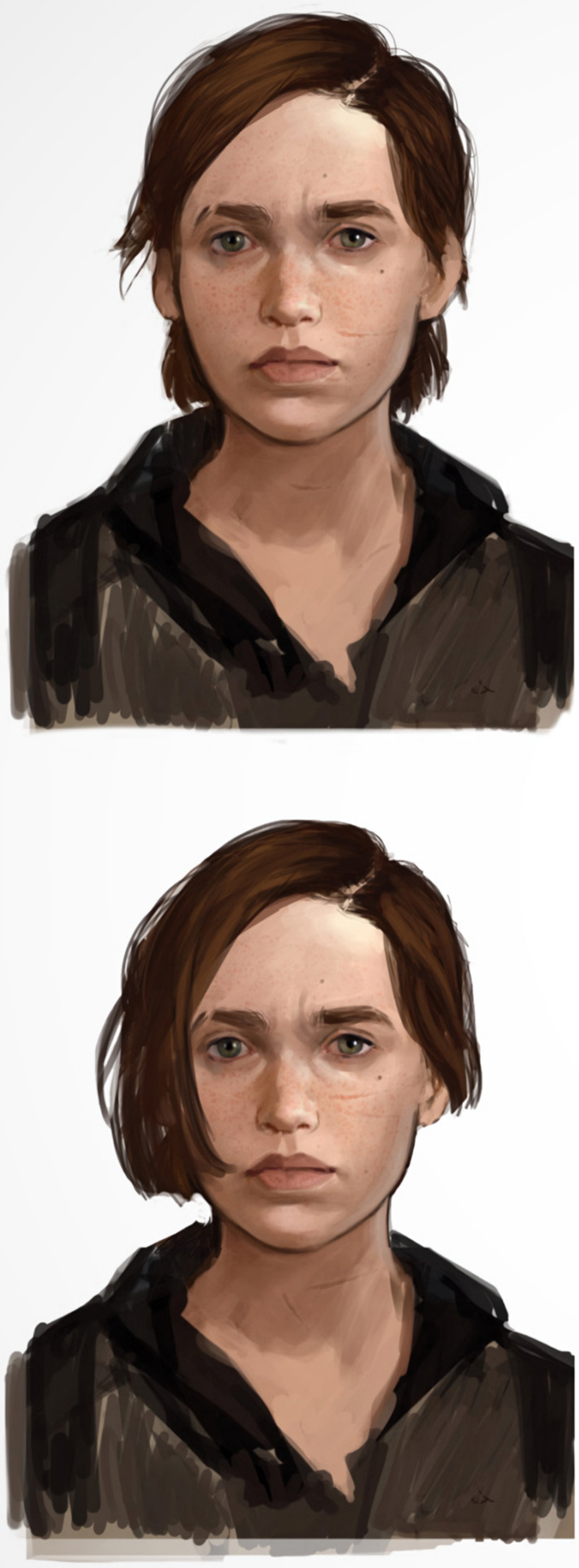
SEATTLE, WASHINGTON

Needing justice for his brother's death and in an effort to protect Ellie from herself, Tommy sneaks out of Jackson to go after Joel's killers alone. Ellie, with Dina by her side, races after him, wanting to partake in the vengeance herself. In contrast to rural Jackson, Seattle is a concrete expanse filled with remnants of the once bustling city. With new settings come new challenges—violent enemy factions wary of outsiders and unfamiliar Infected classes hungry for fresh blood.

THE GATE

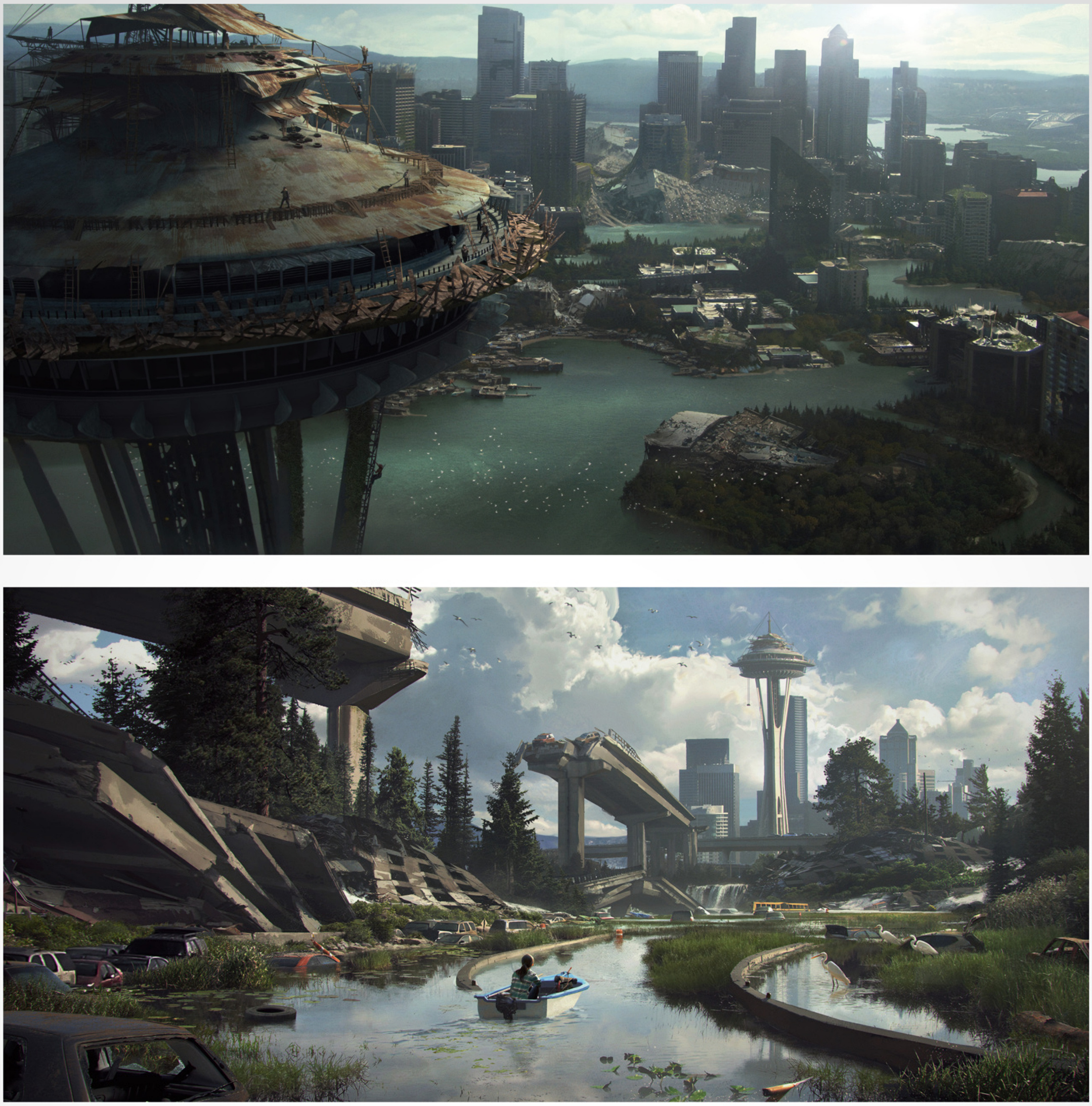
Reaching the outskirts of Seattle, Ellie and Dina arrive at an old FEDRA quarantine zone gate, but FEDRA is long gone. The wrecked city has been taken over by the WLF.

Artist: Ashley Swidowski (*Opposite*) Ashley Swidowski



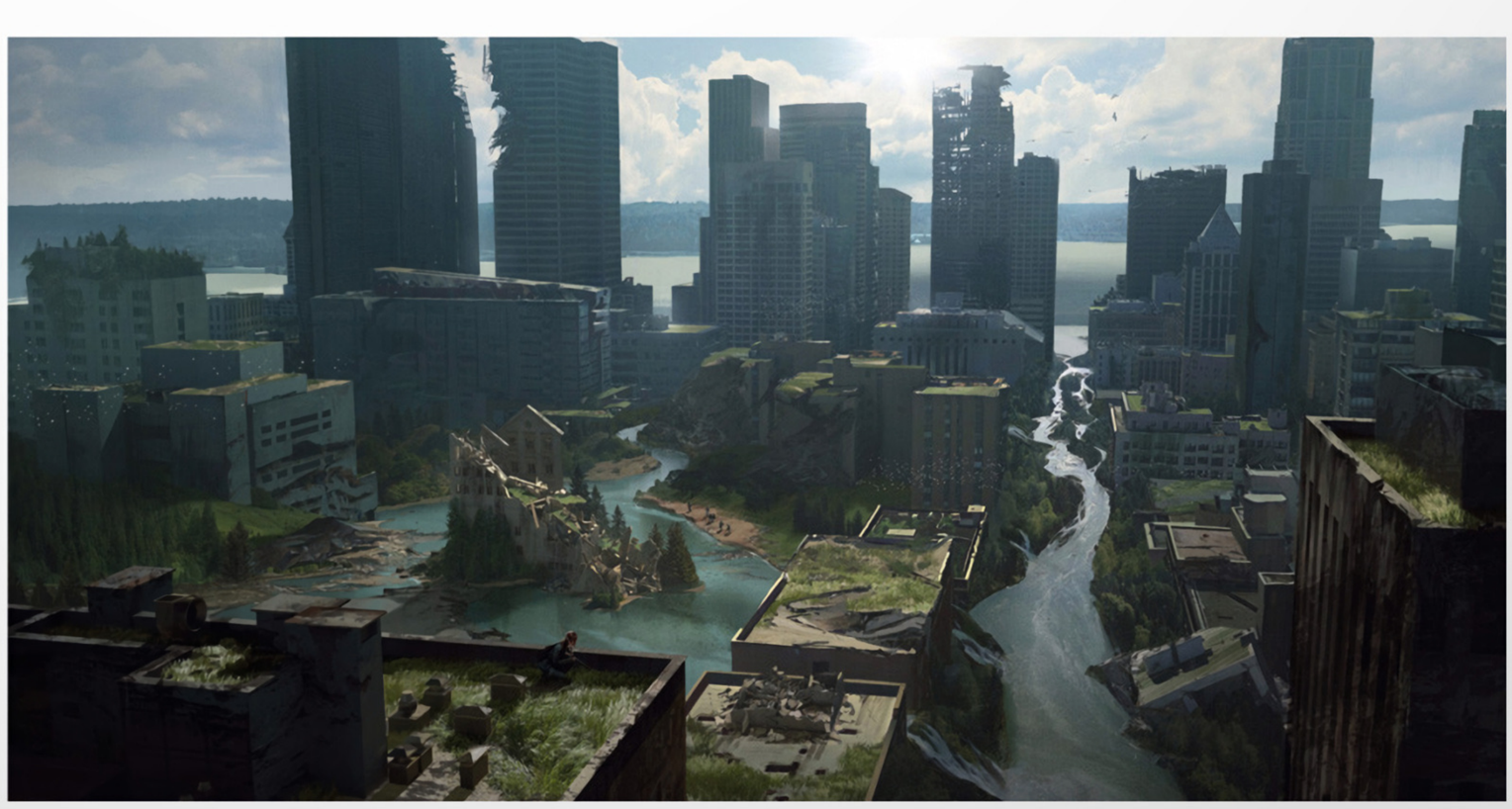
ELLIE

Ellie's hero look went through years of iterations, with the goal being a linear transition from her younger look that was practical yet personal. Ellie's personality is reflected in her outfit choice of jeans, high-tops, and an oversized work shirt.



Seattle, although destroyed, is still identifiable, thanks to its iconic skyline featuring the Space Needle. The concrete-and-glass buildings proved no match for the rising tides.

Artists: Florent Lebrun | OPB, Balázs Ágoston | OPB, Florent Lebrun | OPB



ALL GROWN UP

Now that Ellie is nineteen years old, we wanted to explore how having a more secure teenage life would influence her style. It had to be functional yet allow her personality to come through. Contemporary rebellious youth aesthetics have always been at the heart of Ellie's costuming.

Artists: Ashley Swidowski, John Sweeney

Horseback riding allowed for easy exploration of the game's wider levels.

Artists: Sebastian Gromann, John Sweeney, John Sweeney, *(Opposite)* Robby Johnson, Aaron Limonick, Jad Saber | OPB

DINA

Dina's optimism is her means of survival. She uses her edgy sense of humor to bring levity, consciously fighting the memories of her traumatic formative years. Dina's wit complements her rule-breaking nature. While she marches to the beat of her own drum, she is also extremely loyal to those she cares about.

Artist: Hyoung Taek Nam

DESIGNING DINA

Dina's early iterations featured lots of prints and patterns that proved impractical for stealthily traveling through such a dangerous world. Although these original concepts were cut, Dina's style ultimately needed to be an embodiment of pre-pandemic life. The simplicity of her denim and work boots was paired with fun sartorial touches.

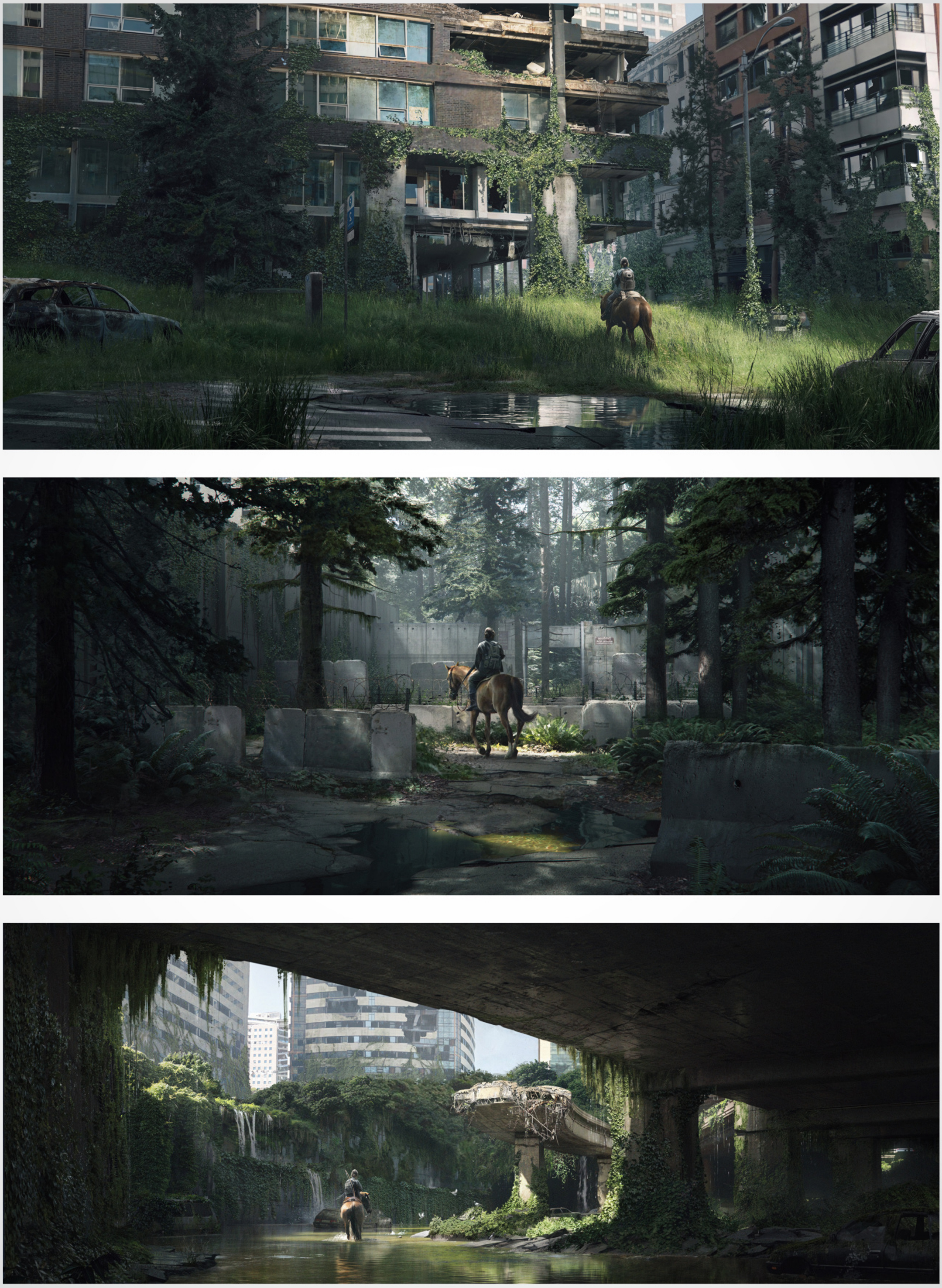
Artists: Ashley Swidowski, Alex Neonakis

Dina went through extensive concept designs to find the right look to be Ellie's companion while standing on her own as an individual. Hairstyle and headwear were also taken into consideration.

Artist: Hyoung Taek Nam

Dina needed to look comfortable with a rifle, as she has been taking care of herself since she was ten years old.

Artist: Hyoung Taek Nam

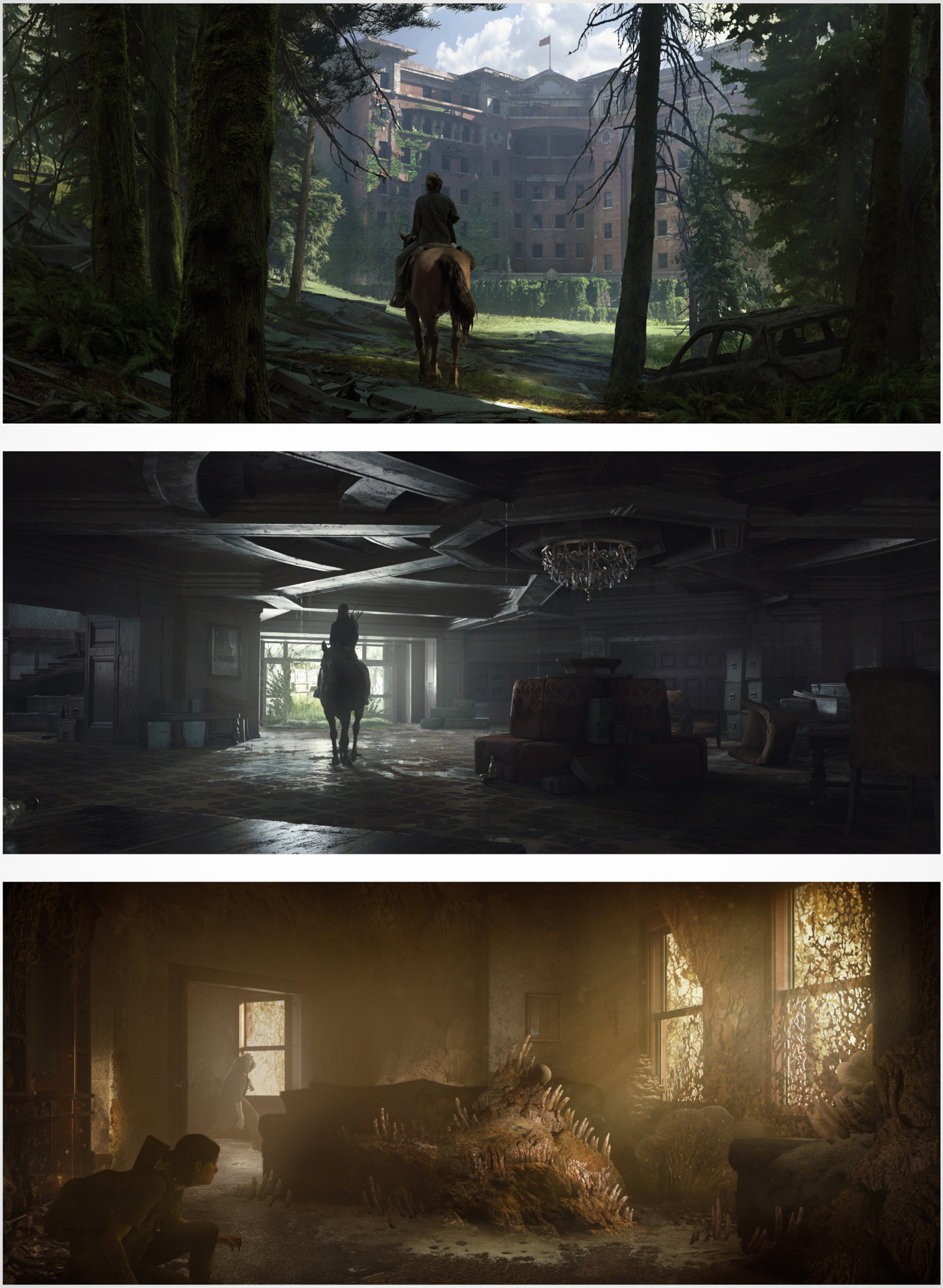


Artists: Robby Johnson, (*Opposite*) Eytan Zana, Robby Johnson, Robby Johnson

Artists: Balázs Ágoston | OPB, Jad Saber | OPB, Jad Saber | OPB

Ellie's new backpack was extensively researched and designed to ensure it was compatible with her new lifestyle. The bag acts as storage, a rifle mount, a quiver for her arrows, and a sheath for melee weapons.

Artist: Ashley Swidowski



Artists: Eytan Zana, Robby Johnson, Issac Kim, *(Opposite)* Hyoung Taek Nam, Hyoung Taek Nam, Hyoung Taek Nam, Florent Lebrun | OPB

Ellie and Dina pick up Tommy's trail, eventually happening upon his handiwork. It's a reminder not just of how far Tommy's willing to go for justice but also of his dark past as a Hunter alongside Joel.

Artists: Eytan Zana, Sebastian Gromann, Sebastian Gromann, *(Opposite)* Eytan Zana, Eytan Zana, John Sweeney

EASTBROOK ELEMENTARY

Captured in an ambush by the WLF, Ellie comes face to face with Jordan—one of Joel's killers. Dina helps free Ellie, and the two girls escape their first encounter with the WLF, leaving Jordan dead in their wake.

Artists: Richard Lyons, Robby Johnson, Robby Johnson

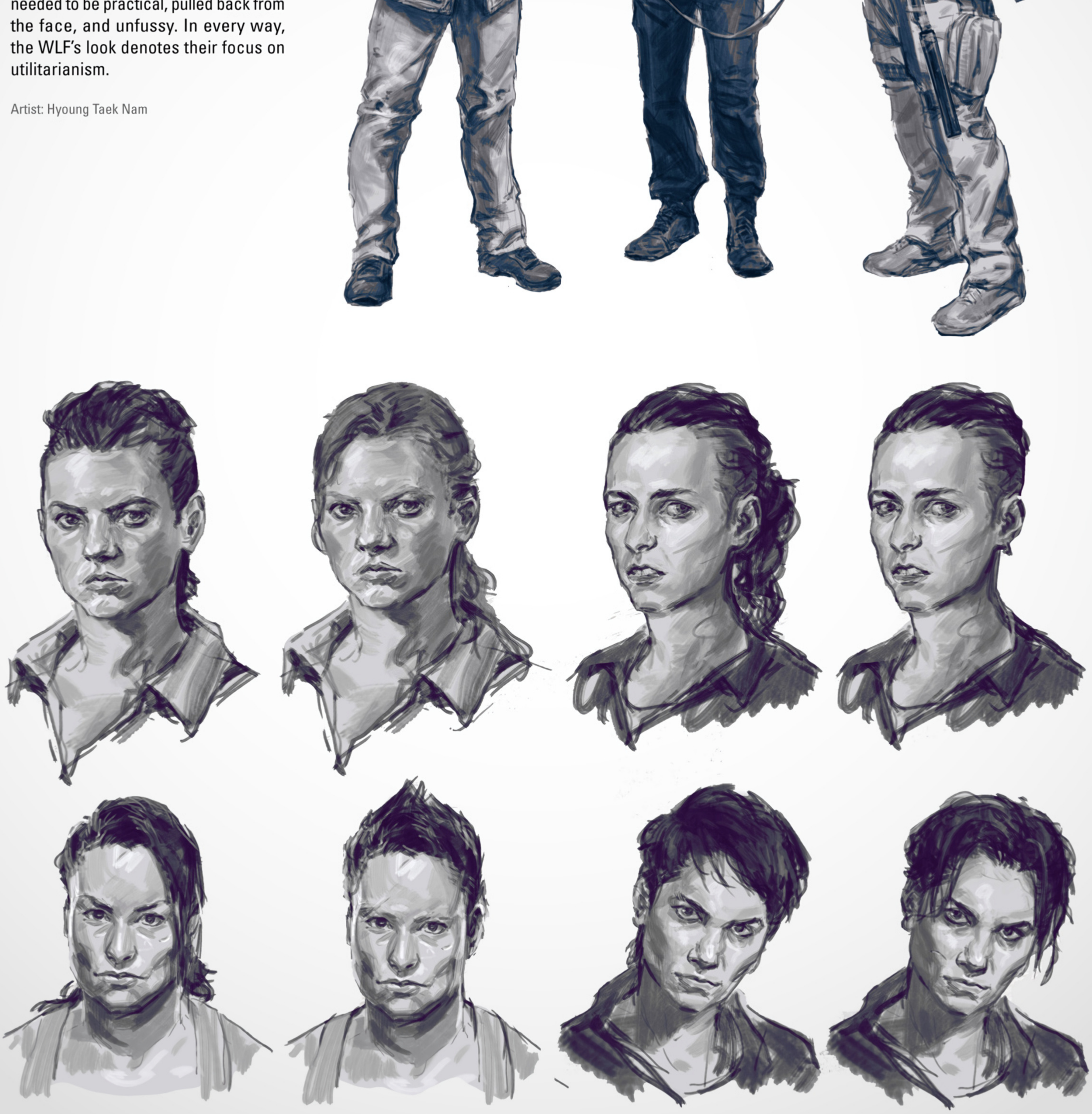
Unlike the Hunters of *The Last of Us*, the WLF are a settled community with a strong military identity. Their leader, a former marine, has brought the regimen and uniform of his pre-pandemic world into the functional aesthetics of the Washington Liberation Front.

Artist: Richard Lyons

THE WASHINGTON LIBERATION FRONT

Early explorations of the Washington Liberation Front (WLF). There is a heavy emphasis on sufficient armor that would still allow for quick movement, especially in colder climates with heavy snow. Hair needed to be practical, pulled back from the face, and unfussy. In every way, the WLF's look denotes their focus on utilitarianism.

Artist: Hyoung Taek Nam



Additional explorations of the WLF. For men, the hair is pushed back or closely cropped. Fashion is their lowest priority; mobility, practicality, and comfort hold precedence.

Artists: Richard Lyons, Issac Kim, Issac Kim

Artists: Issac Kim, Robby Johnson, Robby Johnson

CHANNEL 13

Following evidence pulled from Jordan's body, Ellie and Dina make their way to a WLF watchtower—an old TV station—where they expect to find Leah, another one of Joel's killers. En route, they get their first glimpse of the Seraphites—a religious group hell-bent on expunging the WLF from Seattle.

WLF squads and hungry Infected roam the open spaces of Capitol Hill. To survive in the hostile area, Ellie and Dina must scavenge the derelict world for resources.

Artists: Balázs Ágoston | OPB, Kristian Llana | OPB, Antoine Boutin | OPB (*Opposite*) Florent Lebrun | OPB, John Sweeney, Sebastian Gromann

Artists: Florent Lebrun | OPB, Alfonso Padrón Nigro | OPB, Florent Lebrun | OPB (*Opposite*) Balázs Ágoston | OPB, Sebastian Gromann, John Sweeney

When Ellie and Dina arrive at the TV station, they discover a base filled with massacred WLF soldiers. Seraphites were recently here and did their worst on this small outpost.

Artists: Kristian Llana | OPB, John Sweeney, Balázs Ágoston | OPB (*Opposite*) Robby Johnson, Sebastian Gromann, Sebastian Gromann

Ellie and Dina are discovered again when fresh WLF patrols turn up at the destroyed base. The girls race into the city's underground tunnels, narrowly escaping, but the tunnels provide no respite. There, Ellie and Dina encounter a new enemy type—the Shambler.

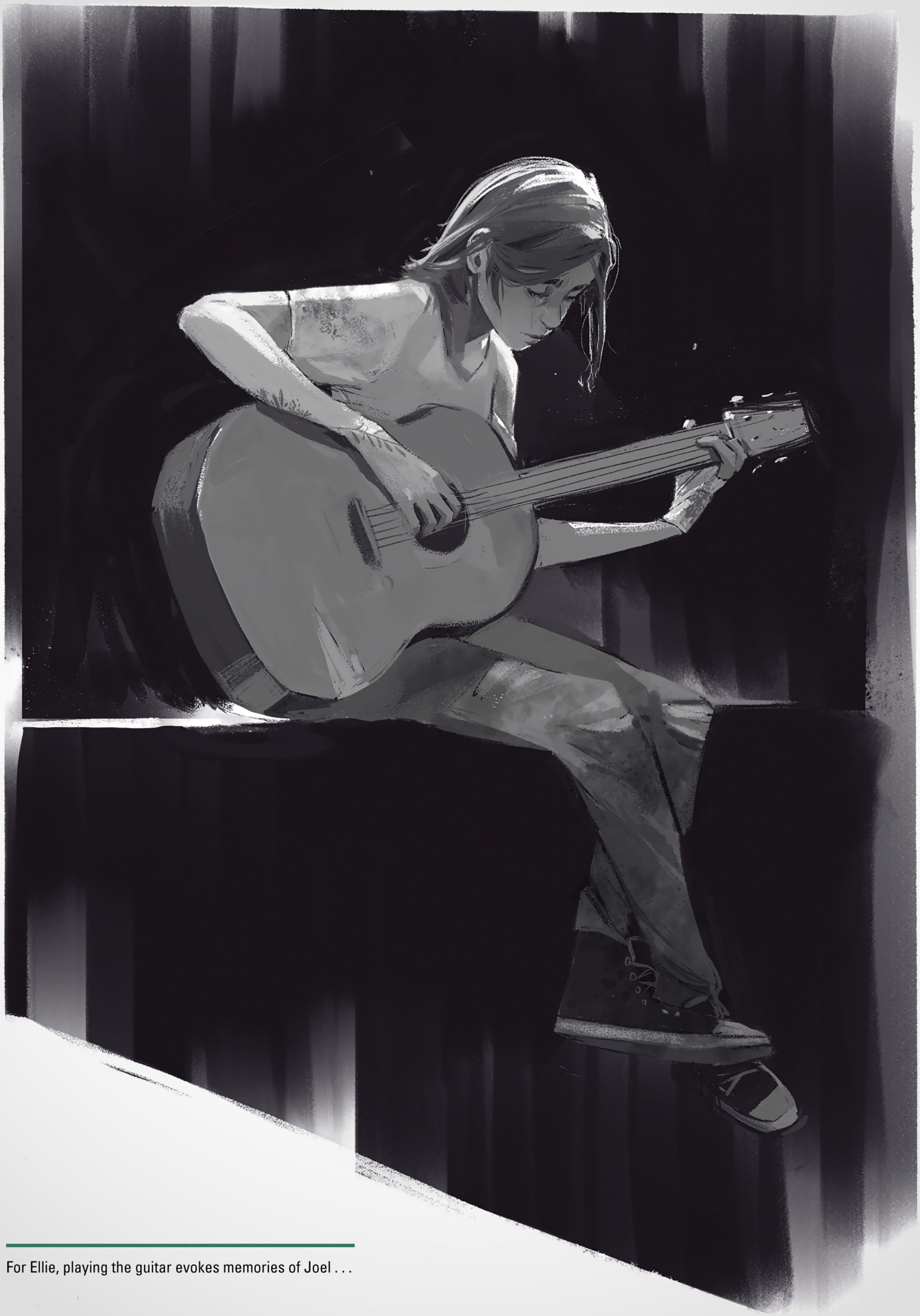
The Shambler is just as dangerous as its Infected counterparts. Although typically slow moving, Shamblers may burst into a sudden sprint to catch their prey and emit dangerous spore clouds when threatened.

Artists: Eytan Zanaa, Sebastian Gromann, Sebastian Gromann, *(Opposite)* Hyoung Taek Nam, Hyoung Taek Nam, Sebastian Gromann

THE THEATER

In their escape from the tunnels, Ellie's immunity is revealed and Dina's health begins to wane. Once safely inside a nearby theater, Ellie tries to allay Dina's fears about her immunity, but Ellie's confession provokes another from Dina: "I'm pregnant. Don't worry, it's not yours." Dina didn't want to be a burden, but the pregnancy is impacting her body more severely than she expected. Overwhelmed, Ellie secures the theater, looking for some time alone. She finds an old guitar and begins to play . . .

Artists: John Sweeney, Sebastian Gromann, Robby Johnson (*Opposite*) Alex Neonakis



For Ellie, playing the guitar evokes memories of Joel . . .

THE MUSEUM

As a surprise for Ellie's sixteenth birthday, Joel takes her to a natural history museum. It awakens a sense of wonderment in both of them.

The trip brings the two closer together and will remain one of Ellie's happiest memories.

Artists: Antoine Boutin | OPB, Kristian Llana | OPB, Rado Markovic | OPB, (*Opposite*) Danar Worya | OPB, Florent Lebrun | OPB, Jad Saber | OPB

HILLCREST

Dina picks up a WLF transmission—reports of a single male trespasser in the Hillcrest area. Convinced it's Tommy, Ellie goes out to save her friend. Dina, ill from the pregnancy, stays behind. It turns out the trespasser isn't Tommy but Dina's ex-boyfriend, Jesse. He's been racing after them for weeks, wanting to provide support.

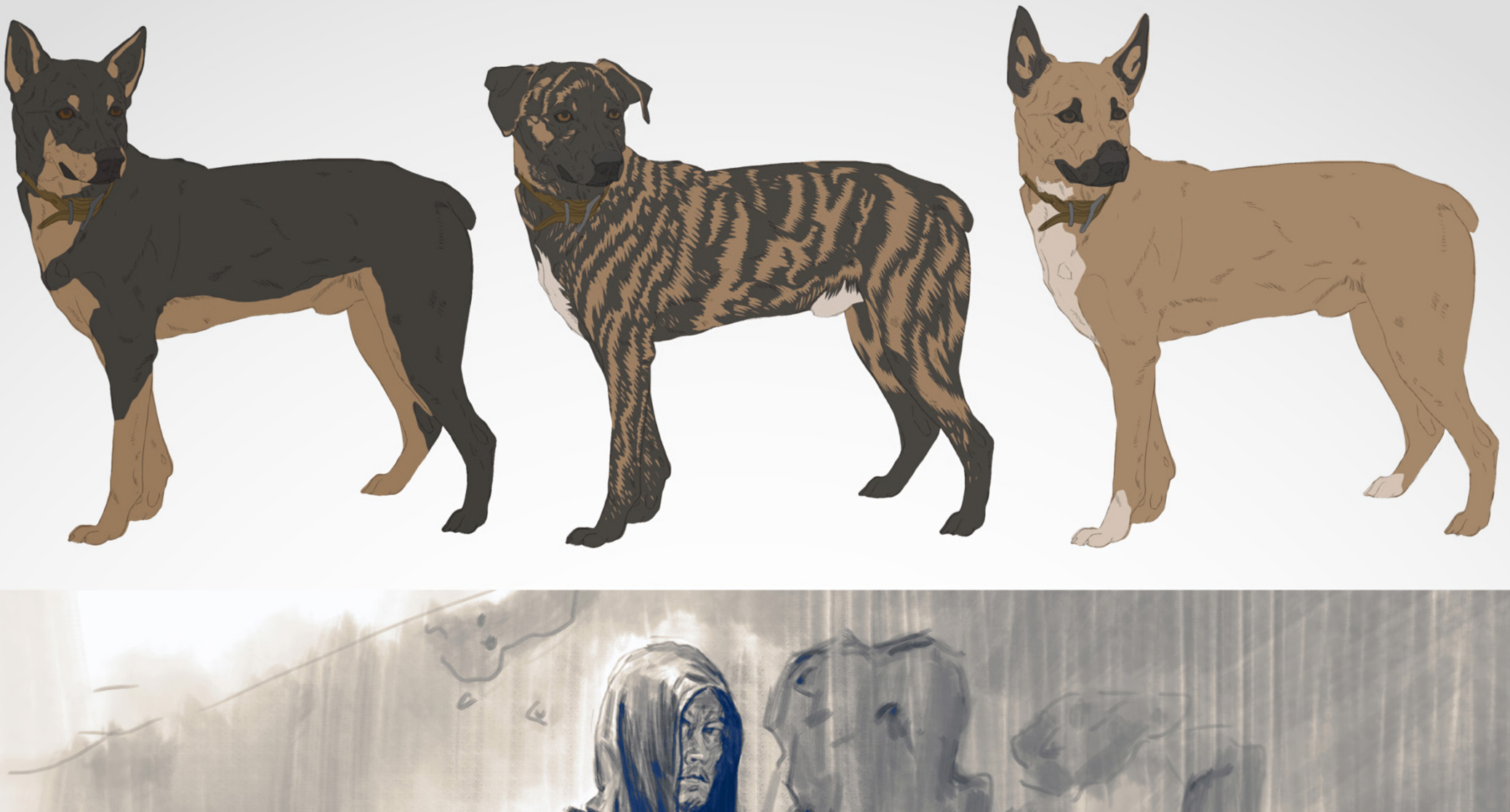
The classic American suburb, dilapidated and overgrown. Looting has cleared out many of the stores, but, like the garage seen here, some alcoves remain untouched, containing memories of a more peaceful past.

Artists: Danar Worya | OPB, Sebastian Gromann, Balázs Ágoston | OPB
(*Opposite*) Florent Lebrun | OPB, John Sweeney, Sebastian Gromann

With the departure of the residents and the humidity of the Pacific Northwest, nature has reclaimed the land. Overgrown ivy and abundant moss encroach upon the formerly pristine suburbs.

Artist: Sebastian Gromann

Artists: Sebastian Gromann, Issac Kim, Eytan Zana



For the WLF, dogs aren't pets; they're critical partners during patrols, search missions, and combat. With their keen sense of smell, the dogs assist militia members in tracing unfamiliar scents and attacking combatants. Considering the need for hunter-breed assets, the WLF would enlist athletic dogs with the qualities of German Shepherds or Dobermans.

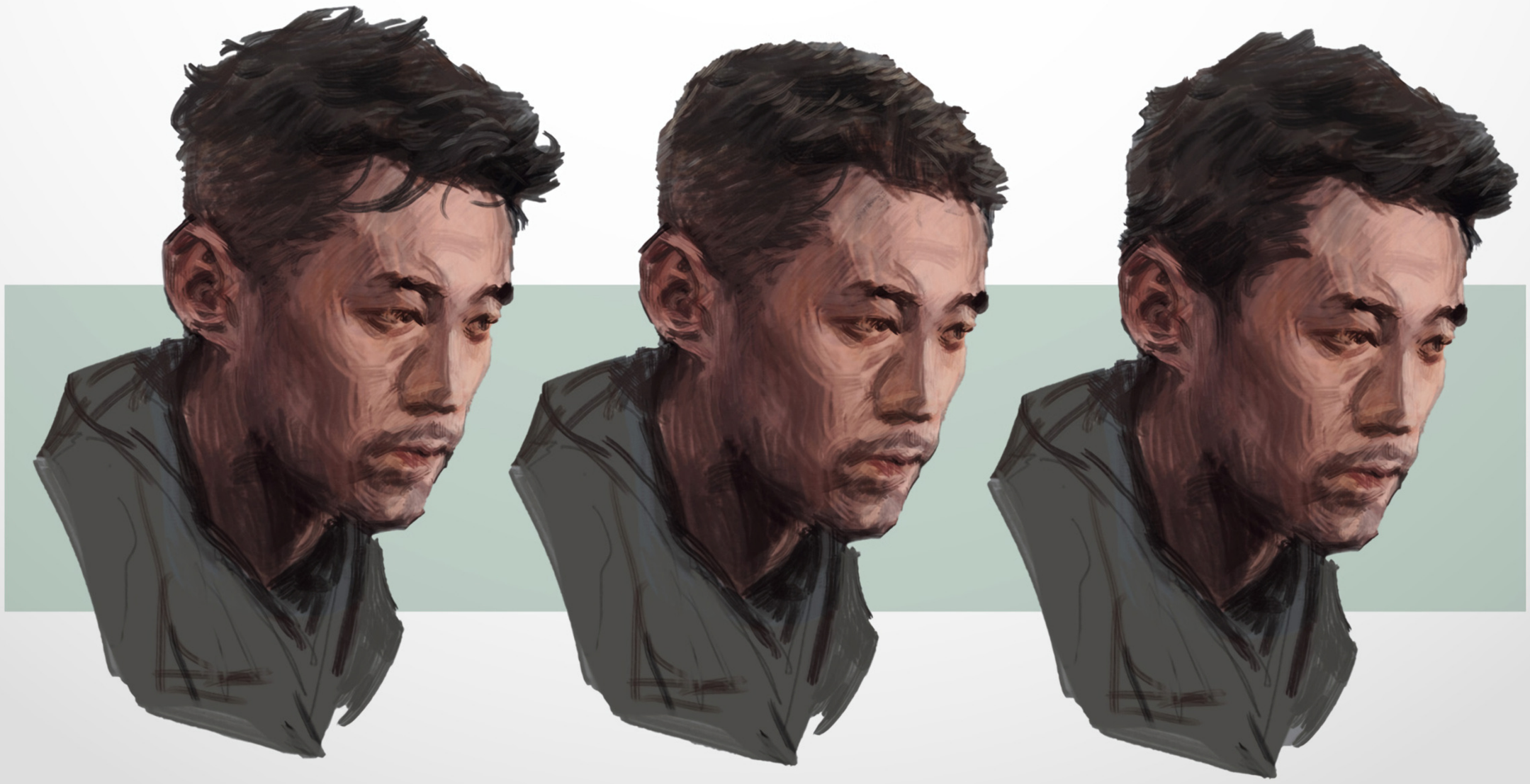
Artists: Sebastian Gromann, Sebastian Gromann, Aaron Limonick, (*Opposite*) Ashley Swidowski, Hyoung Taek Nam

JESSE

For Jesse, the Concept Team aimed to create a character that appeared both experienced and loyal to his community. He leads by example and has a strong moral compass, doing everything in his power to help the people in his life feel safe and secure. It's this personality trait that compels him to follow Ellie and Dina to Seattle: "My friends' problems are my problems."

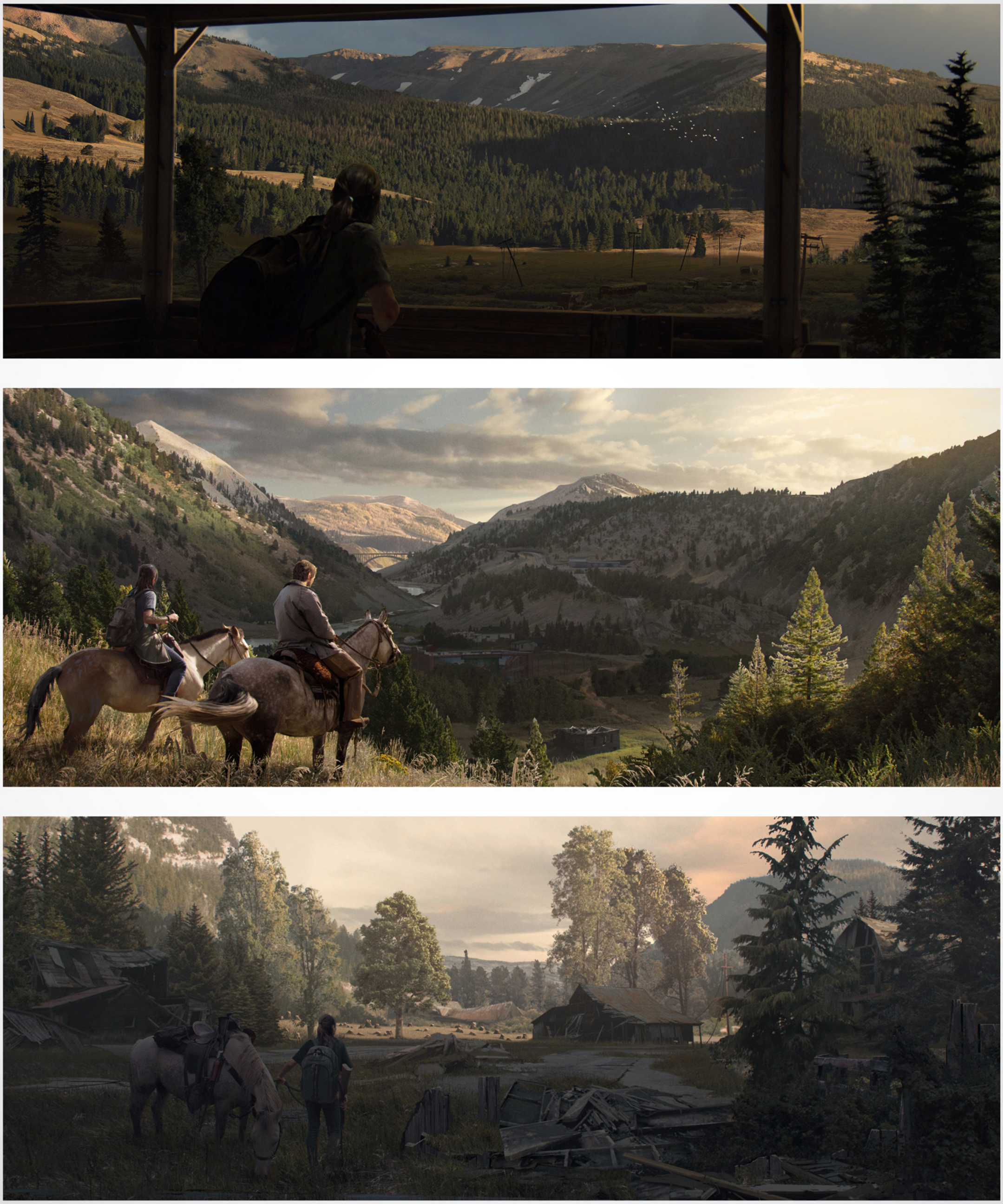
The Character Team knew they wanted to design a character that would be both commanding and kind. Because of this clear vision, Jesse proved to be one of the easier characters to develop. He represents the rugged, strong American cowboy.

Artists: Hyoung Taek Nam, (*Opposite*) Matteo Marjoram | OPB, Aaron Limonick, Aaron Limonick



FINDING STRINGS

As time progresses, Ellie and Joel's relationship becomes strained. Questions about what happened in Salt Lake City weigh heavily on her, and finally, while out on patrol, Ellie finds the courage to confront him directly. Despite Joel holding strong to his lie, Ellie senses its flimsiness. The distance between them grows.



Artists: Antoine Boutin | OPB, Balázs Ágoston | OPB, Danar Worya | OPB, (*Opposite*) Danar Worya | OPB, Antoine Boutin | OPB, Kristian Llana | OPB

Though settlers built a community in Jackson, the aftermath of the pandemic is still visible.

JOEL FLASHBACK

Some early iterations of an older Joel Miller. The final selection for Joel needed to reflect his capability and experience as a survivor. His country roots are brought to life through his wardrobe and hairstyle.

Artists: Richard Lyons, Hyoung Taek Nam

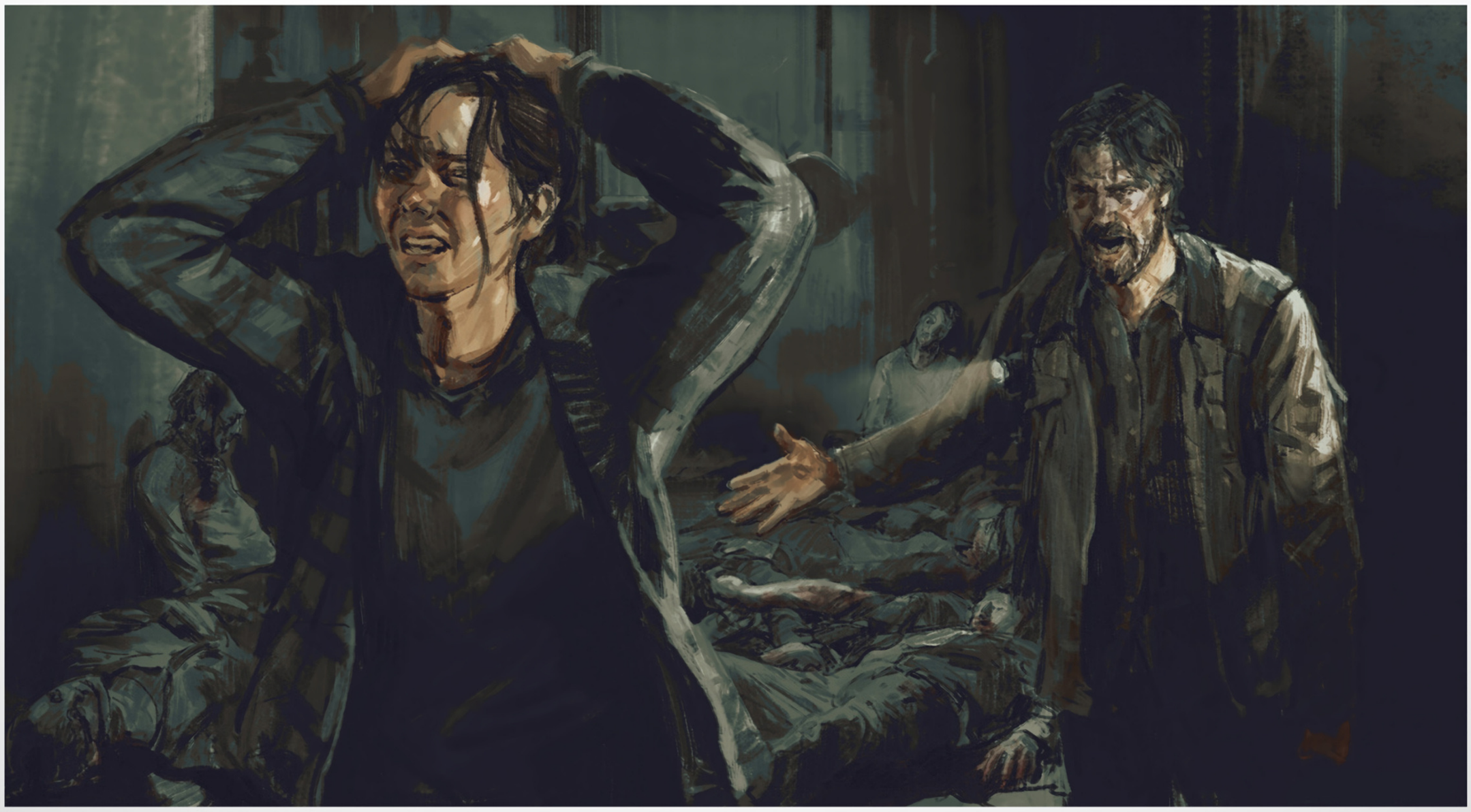
ELLIE FLASHBACK

Keeping true to Ellie's grunge-inspired style and her need for durable clothes that can withstand the elements, her concepts feature weathered jeans, flannel, hoodies, and denim jackets. Her shoes remain practical, but she clearly has an affinity for high-top sneakers.

Artist: Richard Lyons

With time and training for Ellie, Joel has gone from being her protector to her equal. Here we see different concepts of the formidable duo.

Artist: Hyoung Taek Nam, (*Opposite*) Hyoung Taek Nam



Since the incident five years ago at the Firefly hospital, Joel concealed the truth regarding Ellie's immunity, to both keep her safe and avoid facing the moral implications of robbing the world of a cure. Ellie, needing closure and clarity, confronts him. They intensely and bitterly clash, and Joel's lie tragically fractures their relationship.

FINDING NORAH

When Ellie returns with a worn-down Jesse, Dina informs her she's gotten more intel from the radio. She discovered the location of another member of Abby's crew. Unwilling to wait for Jesse to recover, Ellie sets off on her own toward a WLF-controlled hospital. It's a journey that will take her through hostile Seraphite country.

Artists Ashley Swidowski (*Opposite*) John Sweeney

A closer look at the Seraphites. Following the inexplicable horror of the pandemic, the group became xenophobic, reactionary, and hostile. The Seraphites torture anyone they deem heretical, even those within their ranks.

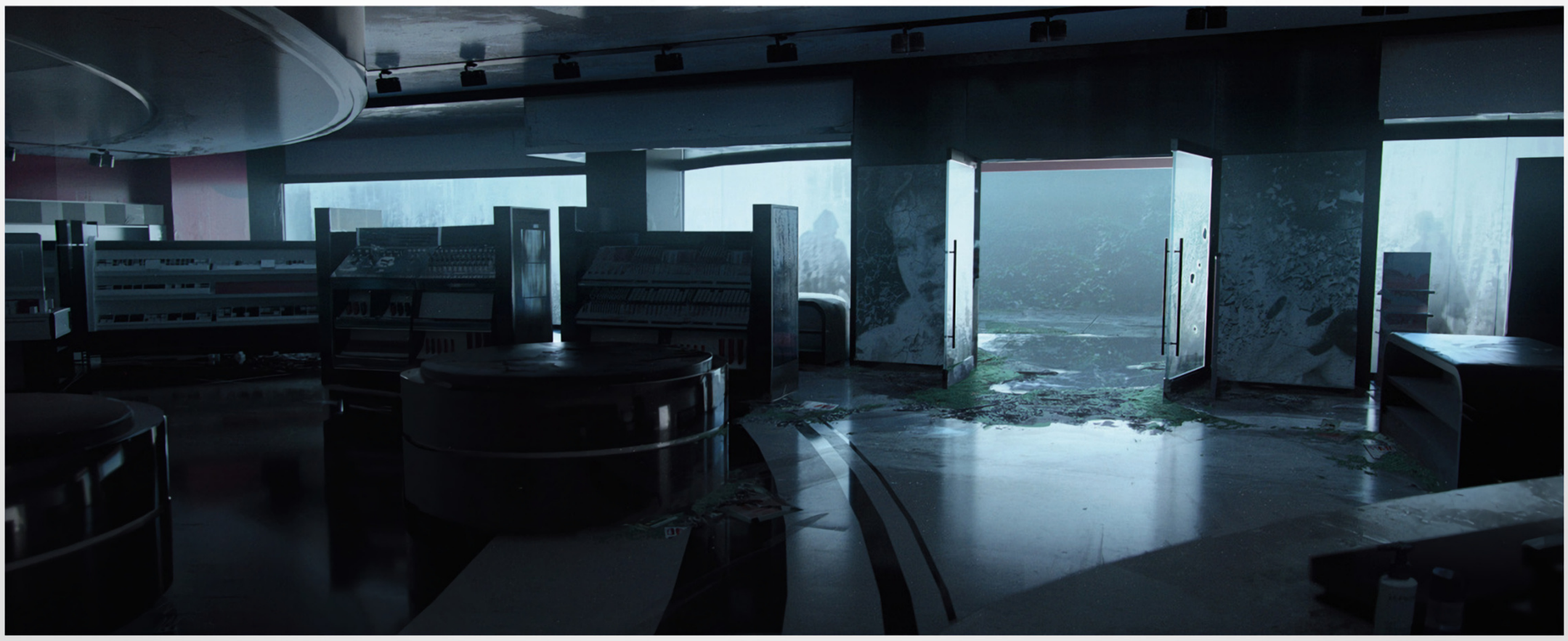
Artists: John Sweeney, John Sweeney, Eytan Zana

Artists: John Sweeney, John Sweeney, Robby Johnson

THE SEARCH

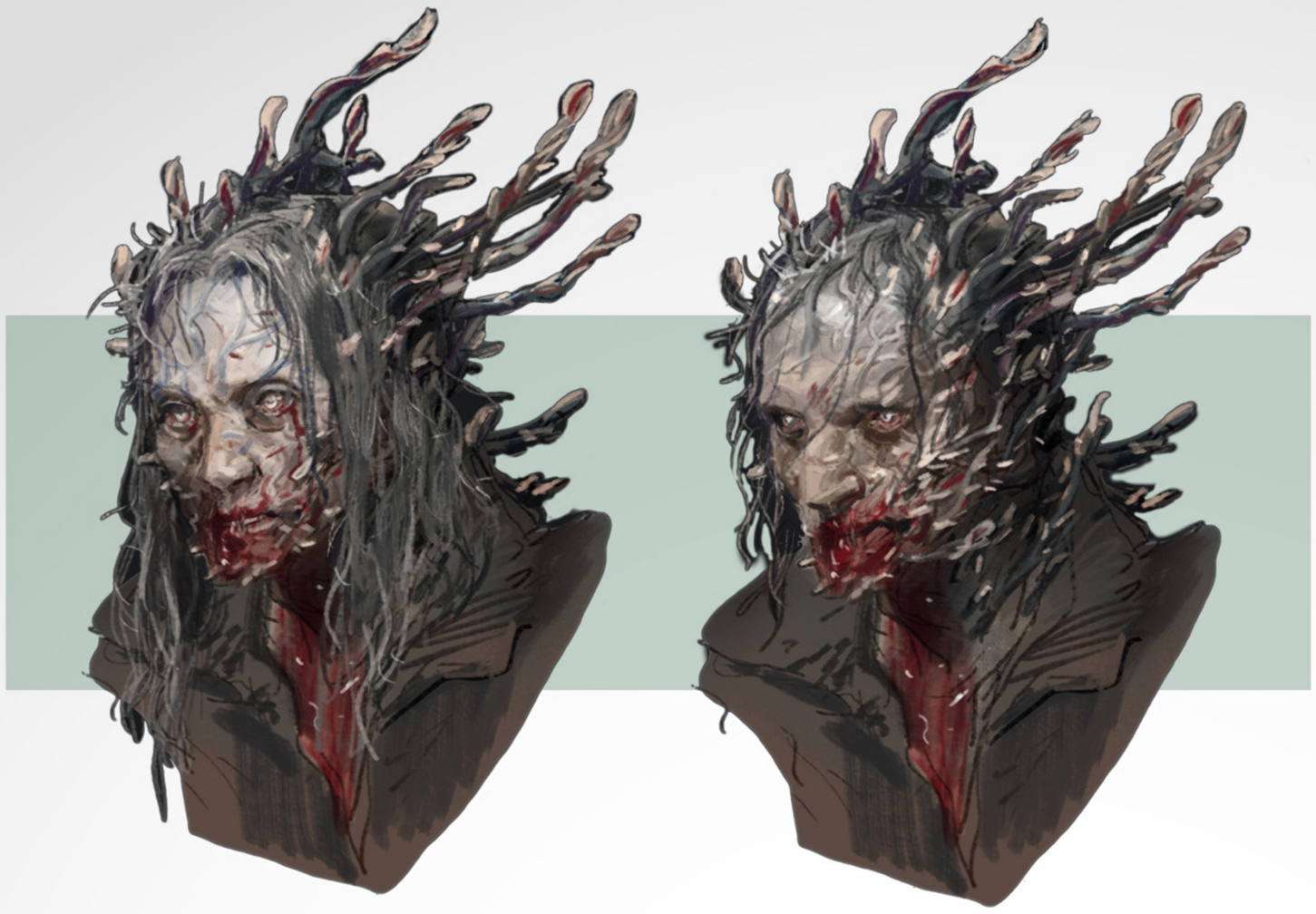
The Seraphites communicate among themselves with aggressive commands and whistles. They fight in packs, so moving quickly and outsmarting them is crucial to survival.

Artists: Robby Johnson, Robby Johnson, Sebastian Gromann, Sebastian Gromann, (*Opposite*) Jad Saber | OPB, Simeon Schaffner | OPB, Rado Markovic | OPB



EMERGENCY & TRAUMA CENTER

Artists: Robby Johnson, Robby Johnson, Balázs Ágoston | OPB



STALKER ENCOUNTER

Agile, quiet, and deadly, the Stalker hides in the darkness and shadows, watching its prey before viciously attacking. Unlike Clickers, Stalkers have eyesight, making them an insidious and terrifying predator.

Artists: Hyoung Taek Nam, Sebastian Gromann, Sebastian Gromann

PATCHING UP

When Ellie returns from finding Nora, she is deeply shaken from the confrontation. Dina comforts Ellie as she recounts what she's learned—Abby is hiding out in a nearby aquarium. These early concepts feature examples of Dina's first design.

Artist: Hyoung Taek Nam

Dina starts to doubt if the bloodshed and distress are worth the outcome as she dresses Ellie's wounds.

Artist: Hyoung Taek Nam, John Sweeney

THE HOSPITAL

Knowing she'll never get the truth from Joel, Ellie decides to discover what happened in Salt Lake City by herself. Joel chases after her, terrified for Ellie's safety. But all Ellie finds is a tape recorder hinting at a violent event. Armed with its contents, Ellie confronts Joel one final time. Cornered, he reveals the truth: "It would've killed you." In that sentence, Joel confirms he robbed Ellie of the opportunity to have her life matter. Devastated, Ellie tells Joel she'll never speak to him again.

Artists: Richard Lyons, Kristian Llana | OPB, Robby Johnson

THE FLOODED CITY

Ellie, with a recovered Jesse by her side, sets off toward the aquarium to find Abby. Together, they navigate the flooded ruins of Seattle and its deadly factions.

Artists: Florent Lebrun | OPB, Alfonso Padrón Nigro | OPB, John Sweeney

Artists: Eytan Zana, Eytan Zana, Issac Kim

Artists: Aaron Limonick, Aaron Limonick, Aaron Limonick, Robby Johnson

626 Passage

Artists: Robby Johnson, Robby Johnson, Simeon Schaffner | OPB

Artist: Robby Johnson

Artists: Robby Johnson, Robby Johnson, John Sweeney

When they overhear reports that Tommy is nearby, Jesse is determined to help him before the WLF close in, but Ellie is unwilling to risk losing Abby. The two separate. Alone, Ellie must navigate a vicious Bloater and the raging open sea.

Artists: Antoine Boutin | OPB, Robby Johnson, Robby Johnson, Robby Johnson
Florent Lebrun | OPB

ROAD TO THE AQUARIUM

When Ellie arrives at the aquarium, she finds not Abby but Owen and Mel—members of the group that killed Joel. Ellie tells them she'll spare their lives if they reveal Abby's location. The confrontation quickly escalates, and Ellie kills both of them. It's only as the two are bleeding out on the floor that Ellie realizes Mel was pregnant. Devastated, Ellie collapses. It's there that Jesse and a banged-up Tommy find her and help her back to the theater.

Traversing the shore to get to the aquarium. The ocean continues to reclaim the land.

Artists: Ricky Ho | OPB, Justin Wentz | OPB, Simeon Schaffner | OPB

The murder of Owen and Mel is a tragic turning point in Ellie's journey of vengeance. In the wake of this trauma, Ellie is ready to give up her hunt for Abby.

Artists: James Choo Jian Liang & Yee-Ling Chung | PR, Eytan Zana, Robby Johnson

Killing Mel and Owen is the darkest moment in Ellie's journey thus far. It reminds us of her brutality but also her humanity. Her heartbreak at her own actions forces her to take a long, hard look at herself.

Artists: Alex Neonakis, Ashley Swidowski

INFILTRATION

Back at the theater, Jesse, Tommy, and Ellie agree it's time to take Dina home to safety and give up their vengeance quest. Dina's life, and the life of her baby, is more important than Abby's death. As they plan their journey home on the theater's stage, they're interrupted by Abby. She's infiltrated the theater and wants justice for the murder of her friends.

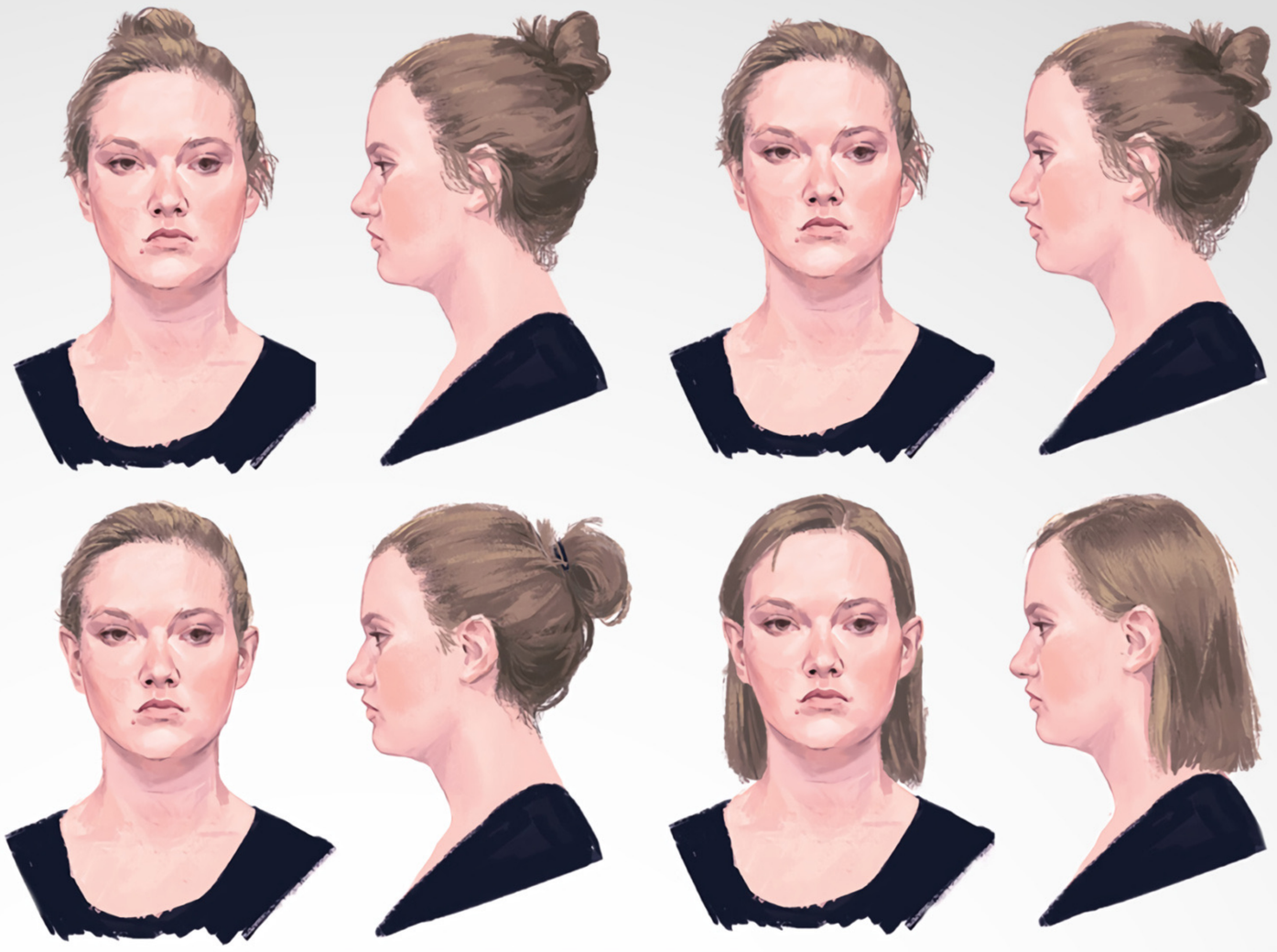
Artists: Ashley Swidowski, Sebastian Gromann, Sebastian Gromann

TRACKING LESSON

While Abby finally has a clear shot on Ellie, we flash back four years to the Firefly hospital in Salt Lake City. There, we find teenaged Abby, a Firefly soldier, doing her best to protect her sweet-tempered father, Jerry. Jerry, the head surgeon at the hospital, is helming the creation of a vaccine that would counteract the *Cordyceps* virus. When he realizes it will cost Ellie her life to create the vaccine, Jerry struggles but determines the survival of the species is more important. Before the surgery can start, Joel kills Jerry to rescue Ellie. It is this act that sends Abby after Joel.

The hallway of the Firefly hospital is a space that binds Ellie, Joel, and Abby together.

Artists: Alex Neonakis, John Sweeney, Kristian Llana | OPB



The discovery of her brutally slain father would become a defining moment in Abby's life. Her need for justice becomes her greatest focus.

Artists: Ashley Swidowski, Alex Neonakis

THE ZOO

Abby holds on to the times she shared with her father. The two often wandered the wilds beyond the hospital, sharing quality time. Abby recalls the incident where they rescued a zebra from barbed wire. Although unusual and tense, this moment of mercy and kindness is emblematic of their compassion.

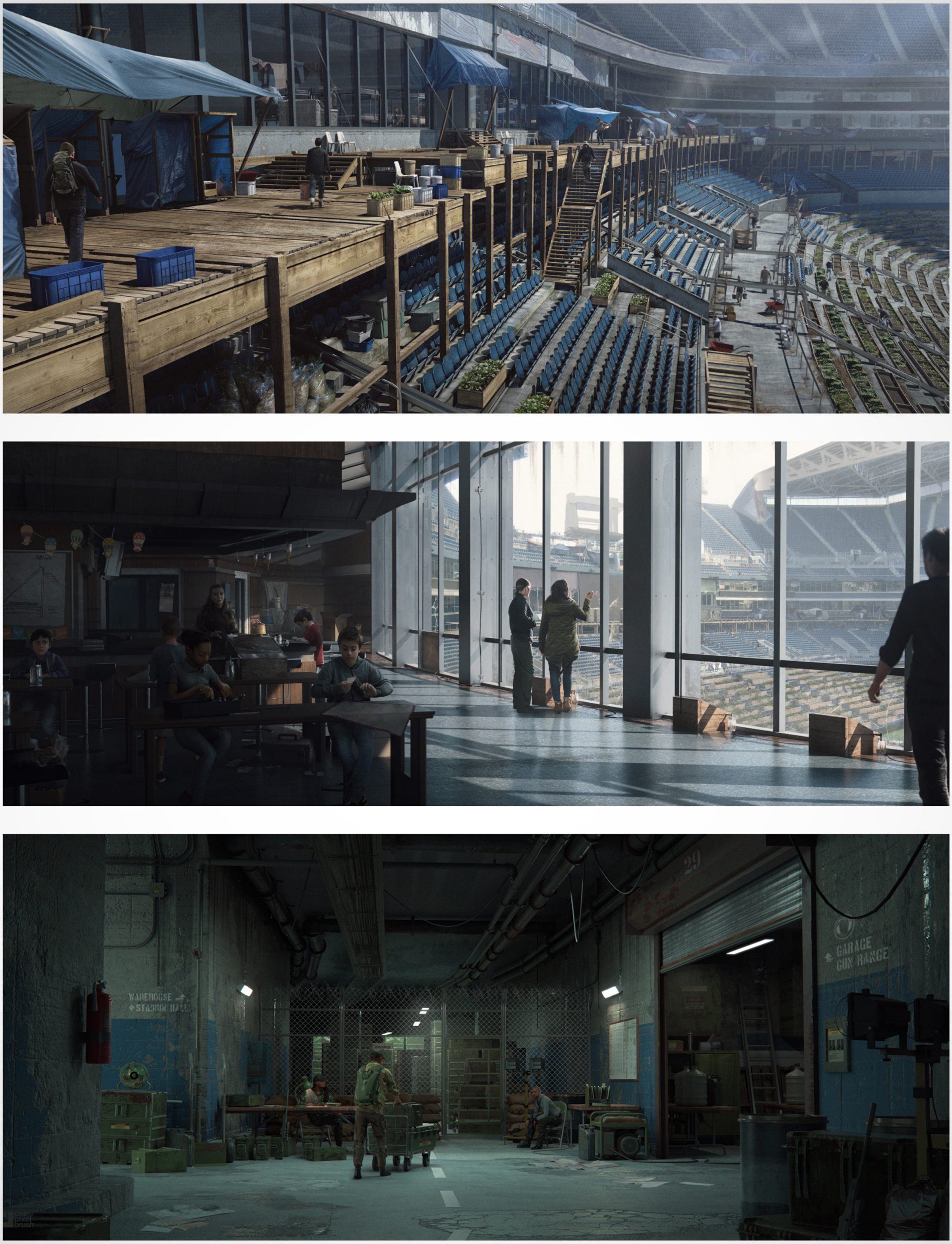
Artists: Aaron Limonick, Aaron Limonick, Eytan Zana

THE FORWARD BASE

Once a home to the rallying cry of fans cheering for their favorite teams, the Seattle stadium now serves as the home base of the Washington Liberation Front. The WLF is a well-organized militia with a strong value of community. With the assurance of safety, protection, and solidarity, Abby finds a new family here.

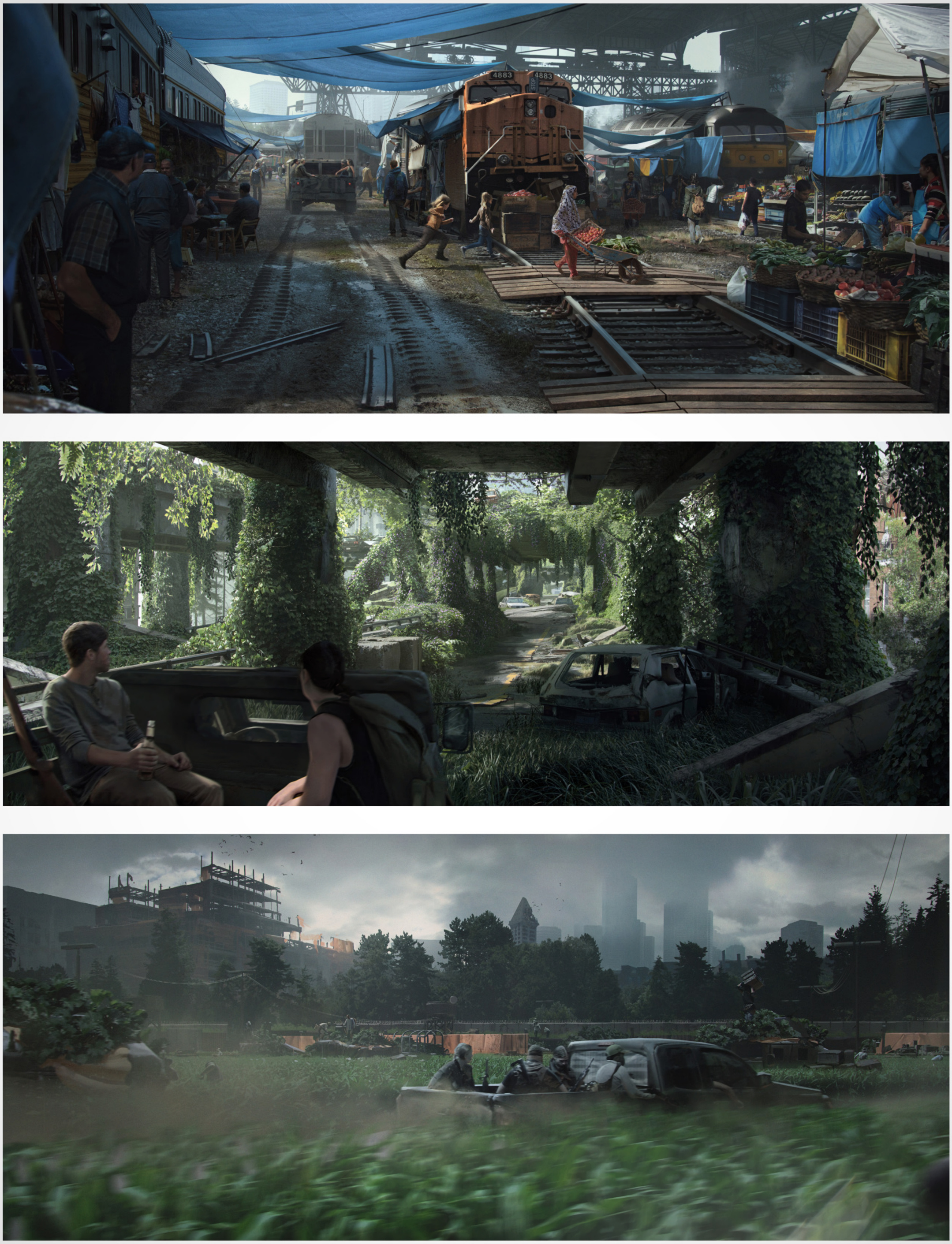
The massive size of the Seattle stadium offered the flexibility of building large communal spaces for the WLF's training and socializing. This includes cafeterias, libraries, and classrooms.

Artists: Balázs Ágoston | OPB, Danar Worya | OPB, Ricky Ho | OPB



From the gridiron to the nosebleed section, the WLF utilizes every corner of the stadium. The field has been converted for farming, storage is placed wherever possible, and the preexisting structures are repurposed to benefit the growing community.

Artists: Robby Johnson, Robby Johnson, Rado Markovic | OPB



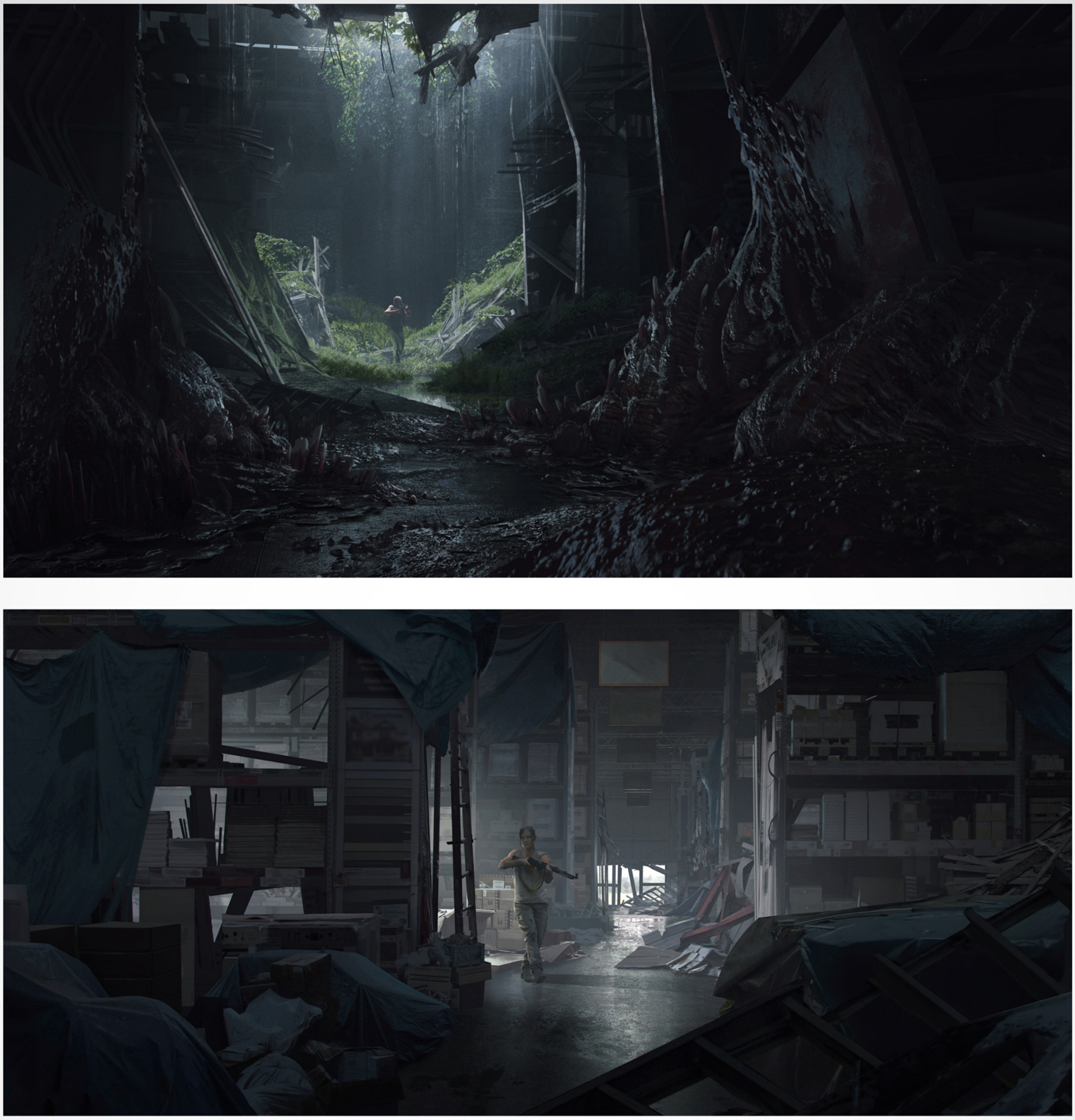
The WLF militia focuses their energy and resources on reclaiming the surrounding Seattle quarantine zone.

Artists: Florent Lebrun | OPB, Florent Lebrun | OPB, Sebastian Gromann

Artists: Lum Siew Hong & Tneh Sau Keong | PR, Jad Saber | OPB, Balázs Ágoston | OPB

The world beyond the stadium remains a battleground. While on their way to the WLF forward base, Abby's truck is attacked by Seraphites on horseback. In her team's subsequent escape, they crash, forcing them to make it the rest of the way on foot.

Artists: Nick Gindraux, Aaron Limonick



Finding brief refuge in an old hardware store, Abby and her companions must fight their way back to the forward base.

Artists: Eytan Zana, Danar Worya | OPB, Kael Ngu | PR

A QUICK DIP

When Abby arrives at the forward base, she finds out her ex-boyfriend, Owen, may be in danger. She remembers a happier time with him—when they'd just moved to Seattle and discovered an abandoned aquarium together. Their relationship was a pleasant respite from the highly regimented, militaristic world they navigated. Tragedy and history have made the two inextricably bonded.

When Abby and Owen first moved to Seattle, Owen fought hard to be a supportive figure and a distraction for Abby. Here, he tries to cheer her up by jumping from the local Ferris wheel. Despite Abby's typical bravery, this is the first glimpse of her fear of heights.

Artists: Alex Neonakis, Alex Neonakis, Florent Lebrun | OPB, Florent Lebrun | OPB

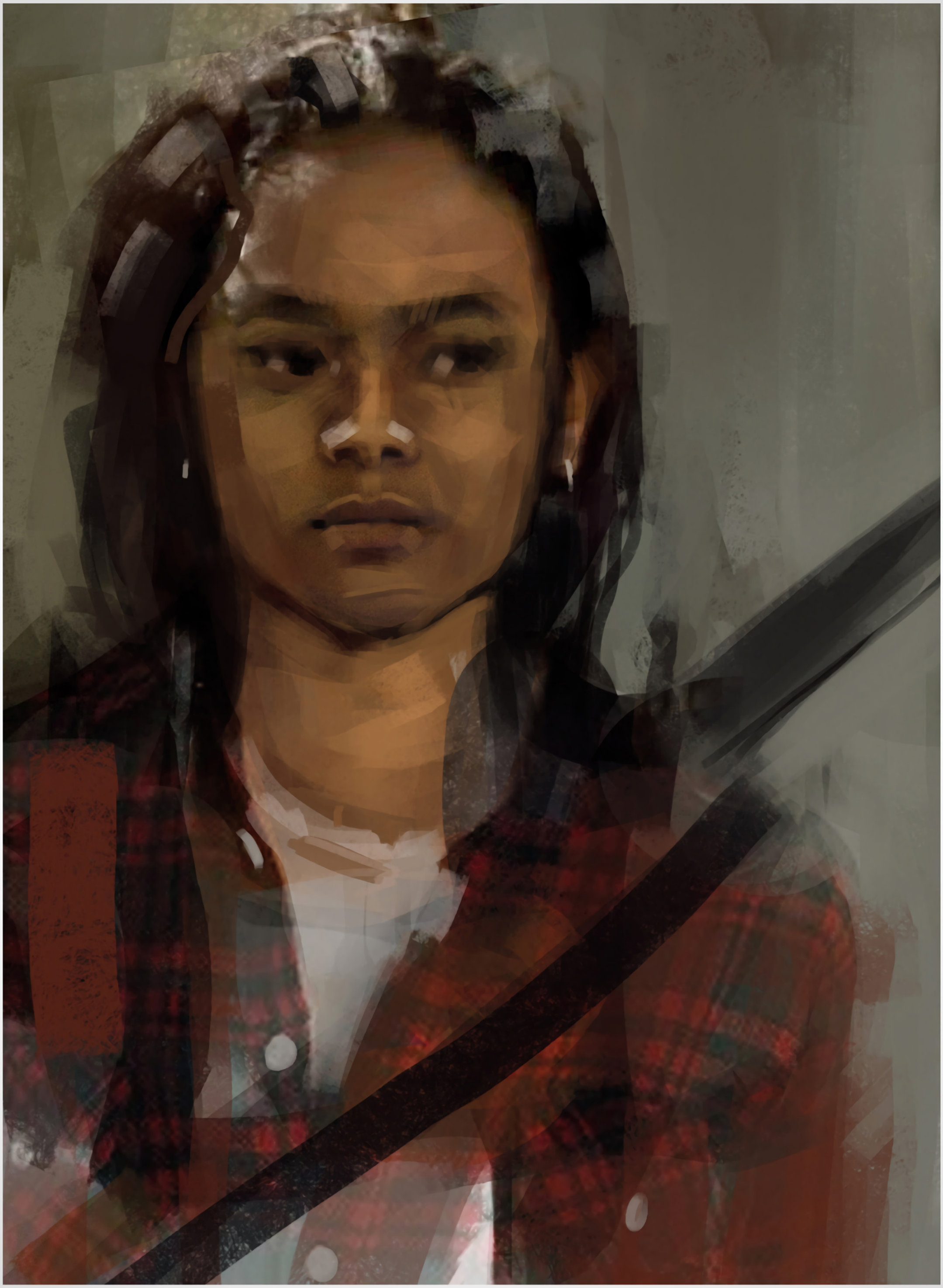
Abby sets off toward the aquarium, where she believes Owen is hiding out. She navigates the ruins of Seattle's Chinatown, a territory contested between the WLF and the Seraphites.

Artists: Danar Worya | OPB, Balázs Ágoston | OPB, Danar Worya | OPB, (*Opposite*) Rado Markovic | OPB, Robby Johnson, Antoine Boutin | OPB

ABBY DESIGN

Abby underwent several different iterations of her design, but, in every concept, the goal was to portray her as capable, utilitarian, and strong.

Artist: Ashley Swidowski



Artist: Ashley Swidowski

THE FOREST

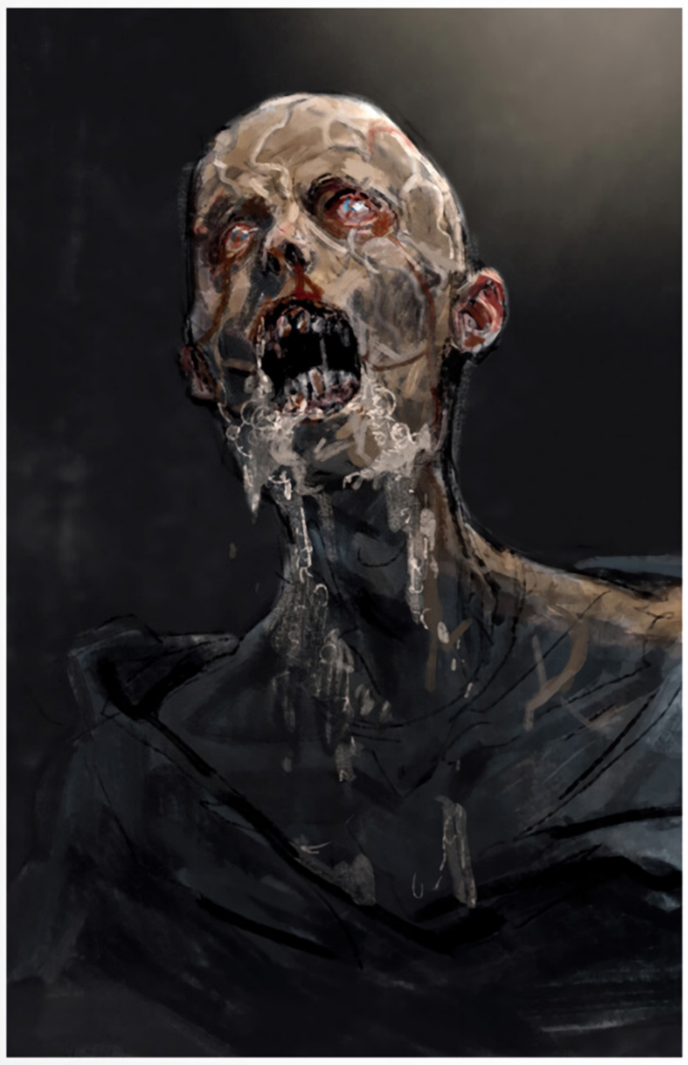
Abby is overpowered by a group of Seraphites, who string her up in the dark, haunting Seattle woods. At the same time, two Seraphite runaways are also apprehended. The children, Yara and Lev, help save Abby from the noose, and together the three escape into the forest, dense with Infected.

Artists: Mingjue Helen Chen, Saskia Gutekunst, John Sweeney

In stark contrast with the lush, blossoming Seattle outskirts, the forests in the Seraphites' territories are ominous, bleak, and dark. Similarly, the patrolling Seraphites are equally imposing, donning long, dark raincoats. With their hoods up, the Seraphites almost resemble Grim Reapers.

Artists: John Sweeney, Hyoung Taek Nam

Explorations of the Stalkers. Now foaming at the mouth and with bloodshot scleras, some of them were clearly Seraphites. Considering the Stalkers' horrific appearance, it's no wonder that the Seraphites believe the virus was divine punishment.



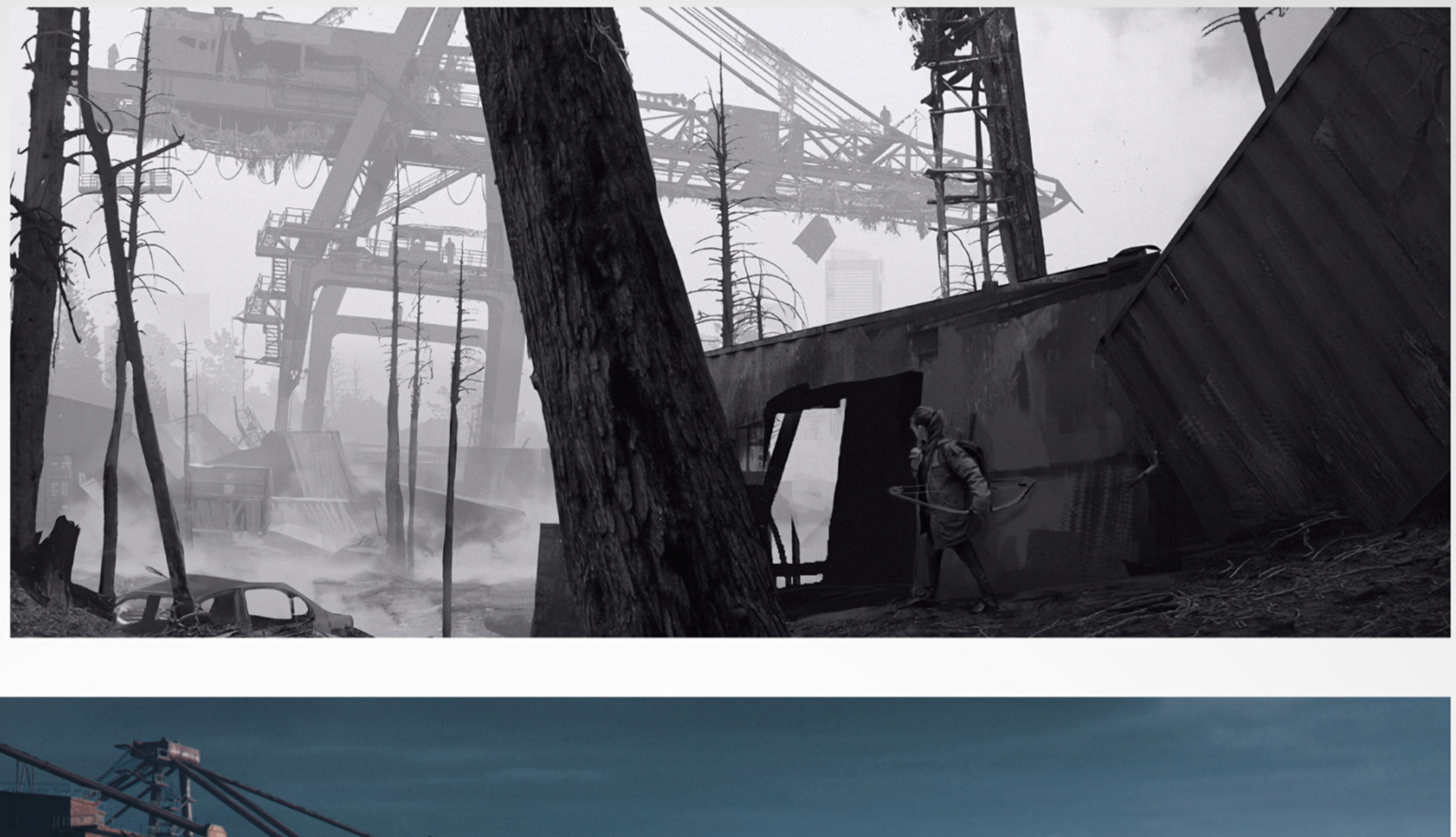
Artist: Hyoung Taek Nam, (*Opposite*) Hyoung Taek Nam

Artists: Balázs Ágoston | OPB, Matteo Marjoram | OPB, Rado Markovic | OPB, (*Opposite*) Robby Johnson, Eytan Zana, Jad Saber | OPB

Yara receives a devastating blow to her arm, and she's in no shape to continue on to the Seattle gates. Abby leaves Lev and Yara behind at an abandoned office park. The temporary allegiance is disbanded, and Abby continues on to the aquarium toward Owen.

Concepts of an abandoned shipyard and containers along a forested area.

Artists: Sebastian Gromann, Robby Johnson, Francis Tneh & Theophilus Abdiel | PR



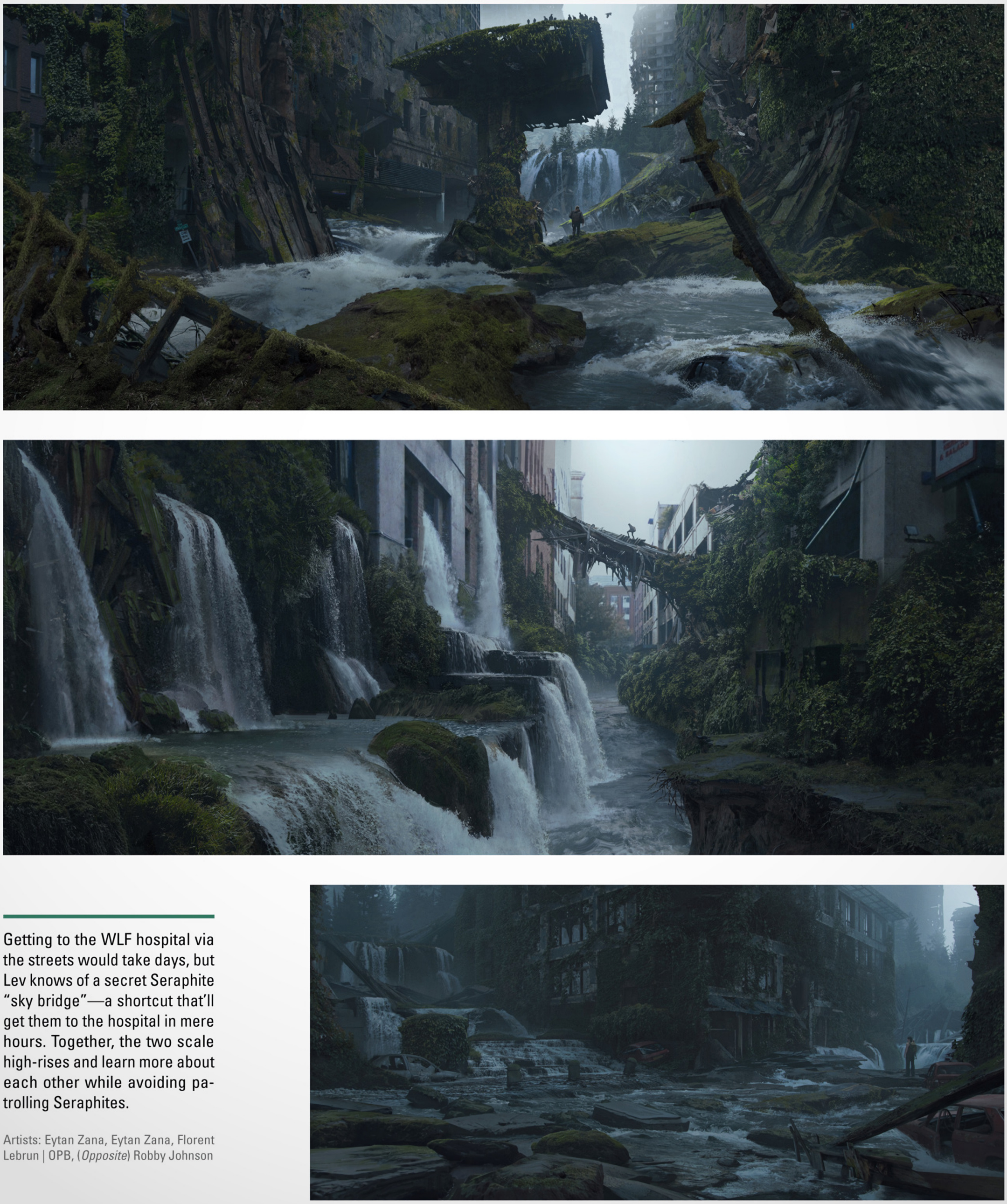
DESIGNING OWEN

Owen, Abby's longtime confidant, is the sentimental heart of his group. He ardently follows the ideals of the disbanded Fireflies, holding on to the hope that he can help craft a brighter future. Tired of the constant fight to survive, he continually strives to create a better life for himself and those around him. While he represents an emotional balance to Abby's pessimism, he also has difficulty letting go of the past and his relationship with Abby.

Artist: Richard Lyons

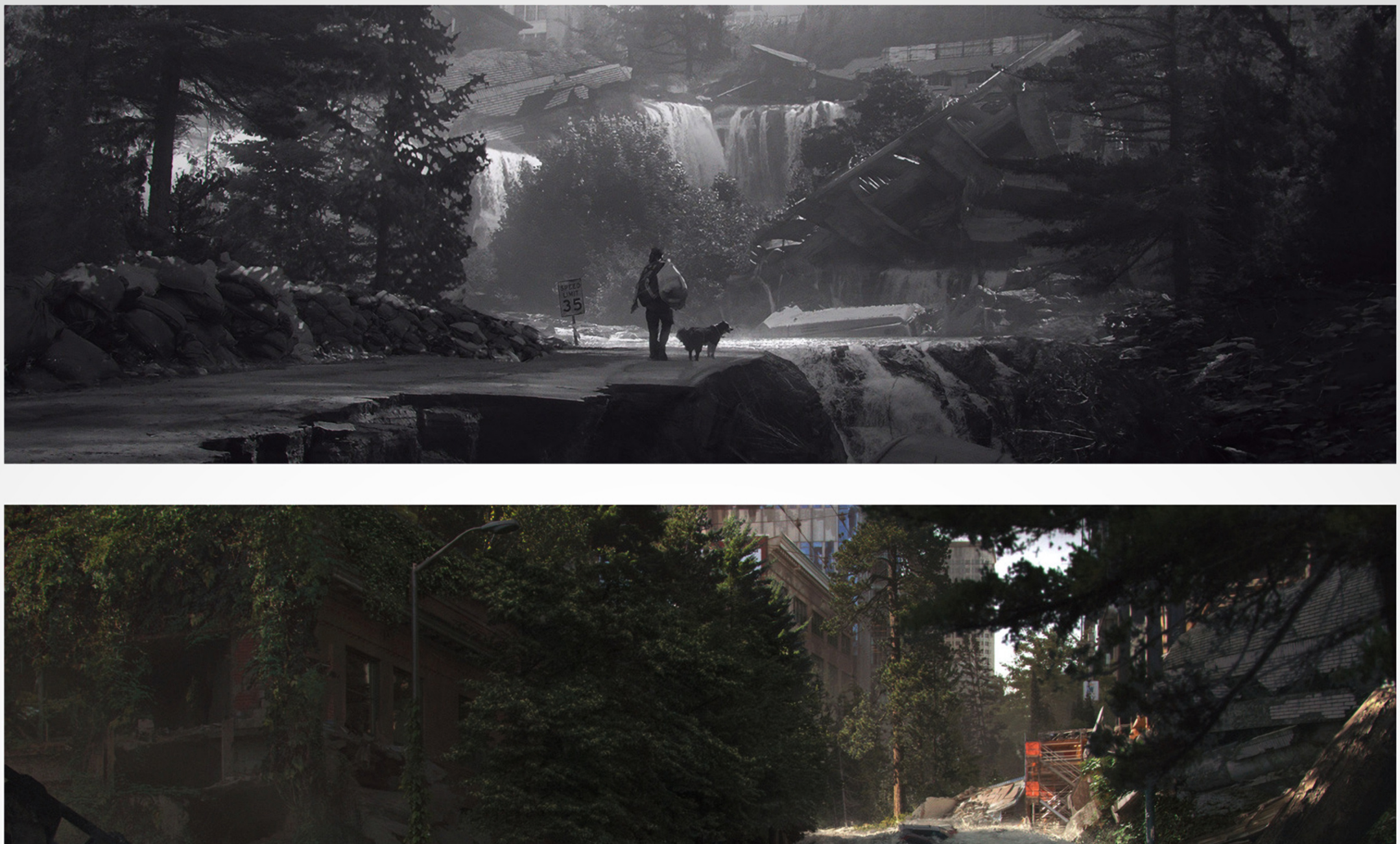
THE SKY BRIDGE

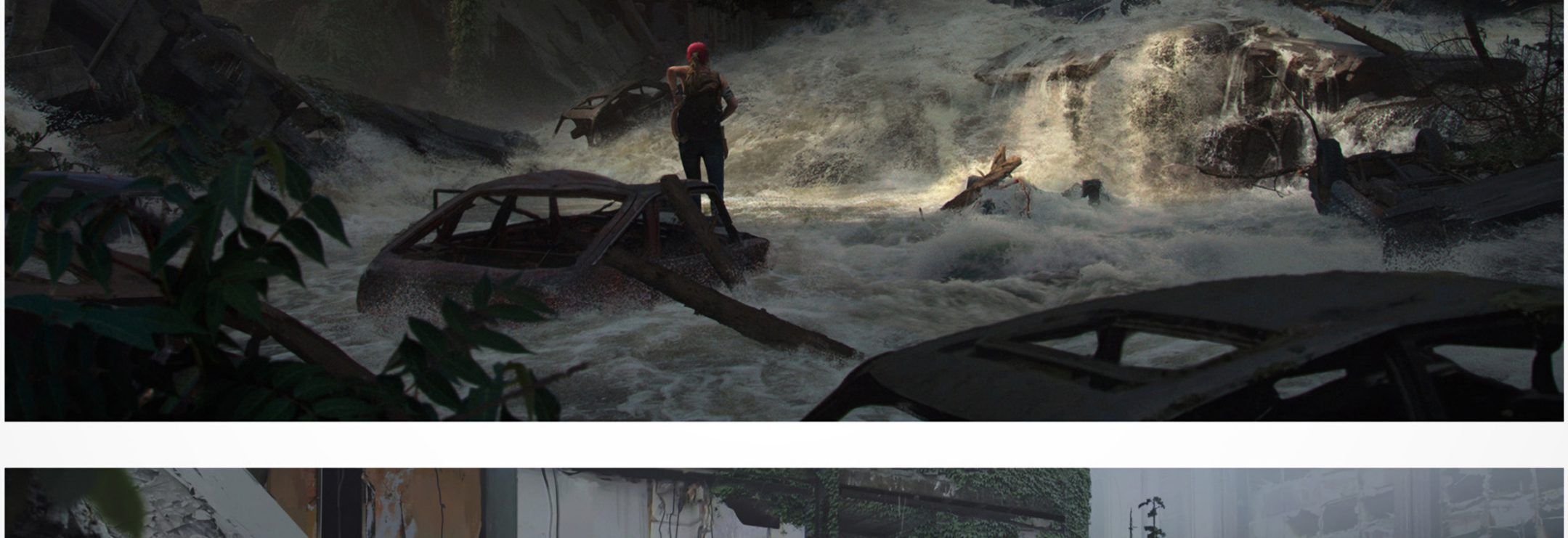
Abby is relieved to find Owen safe but becomes disconcerted when she discovers that he wants to leave the WLF behind and sail to Santa Barbara, where he believes he'll find a new Firefly base. Their fighting leads to a steamy encounter. Afterward, Abby finds her thoughts drifting to the kids she abandoned in the office park. She leaves and brings them back to the aquarium. There, Mel, Owen's pregnant girlfriend, surprises them. Mel, a medic, diagnoses Yara with compartment syndrome. Her arm is going to have to be amputated, but Mel doesn't have the supplies to do it right. Set on helping the kids, Abby departs with Lev for a WLF-controlled hospital where Abby knows she can get the necessary equipment.



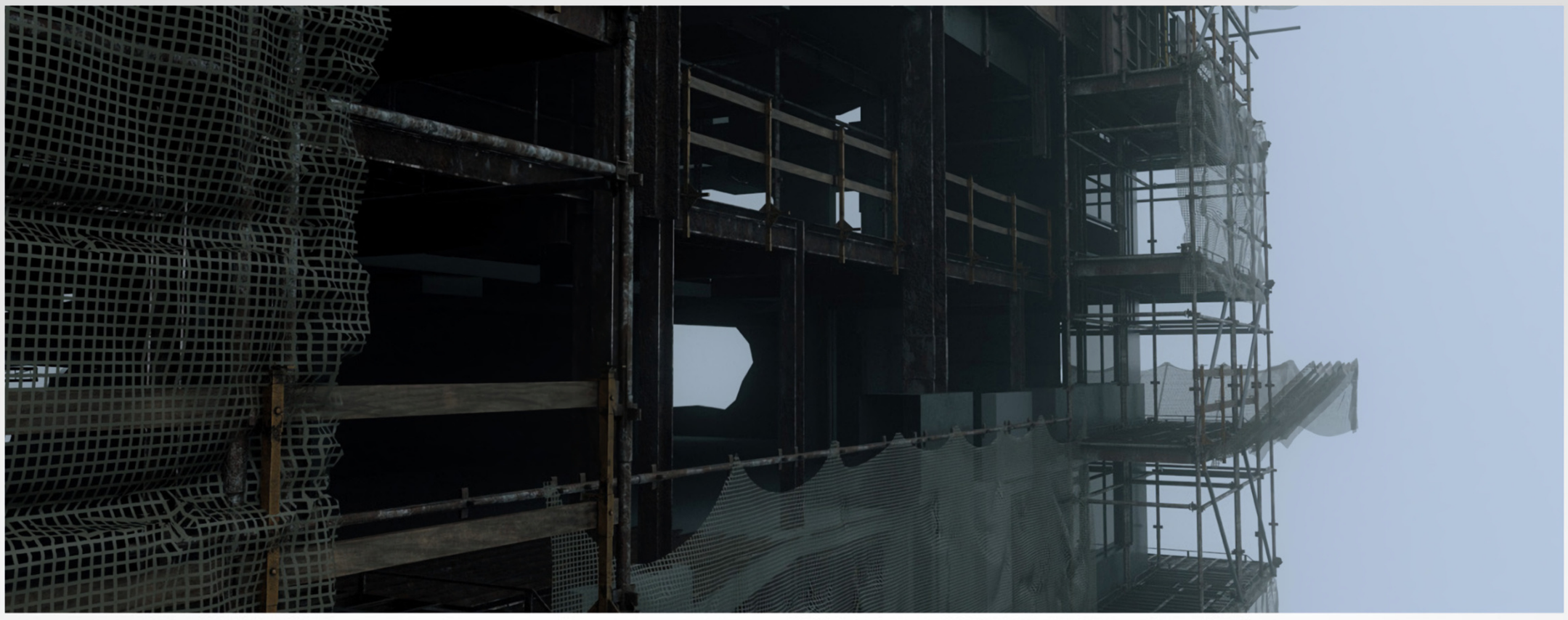
Getting to the WLF hospital via the streets would take days, but Lev knows of a secret Seraphite "sky bridge"—a shortcut that'll get them to the hospital in mere hours. Together, the two scale high-rises and learn more about each other while avoiding patrolling Seraphites.

Artists: Eytan Zana, Eytan Zana, Florent Lebrun | OPB, (*Opposite*) Robby Johnson





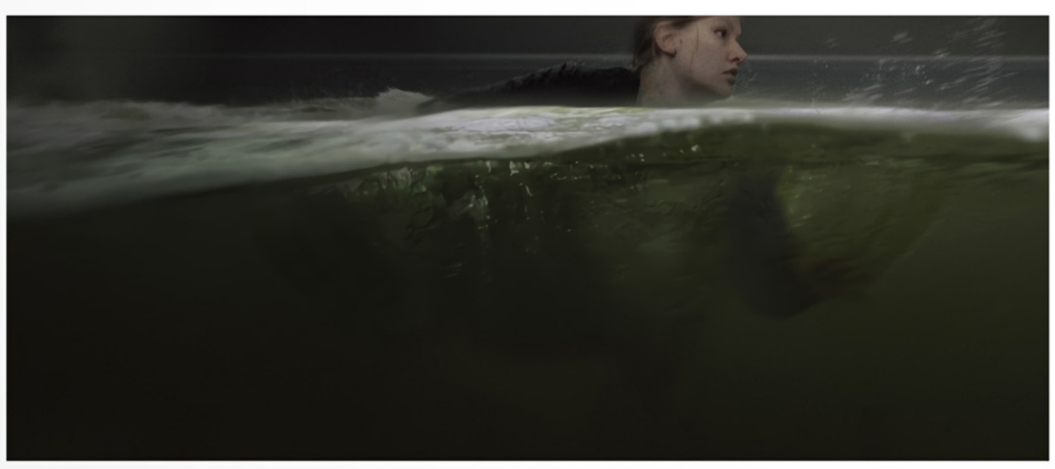
Artists: Florent Lebrun | OPB, Florent Lebrun | OPB, Sebastian Gromann, (*Opposite Top and Middle*) Robby Johnson, (*Opposite Bottom*) Sebastian Gromann



Now that the possibility of navigating by ground is eliminated, Abby is forced to confront her fear of heights while climbing higher through unfinished skyscrapers. In sharp contrast to the overgrowth seen in other buildings through Seattle, the construction sites seem frozen in time, waiting to be completed.

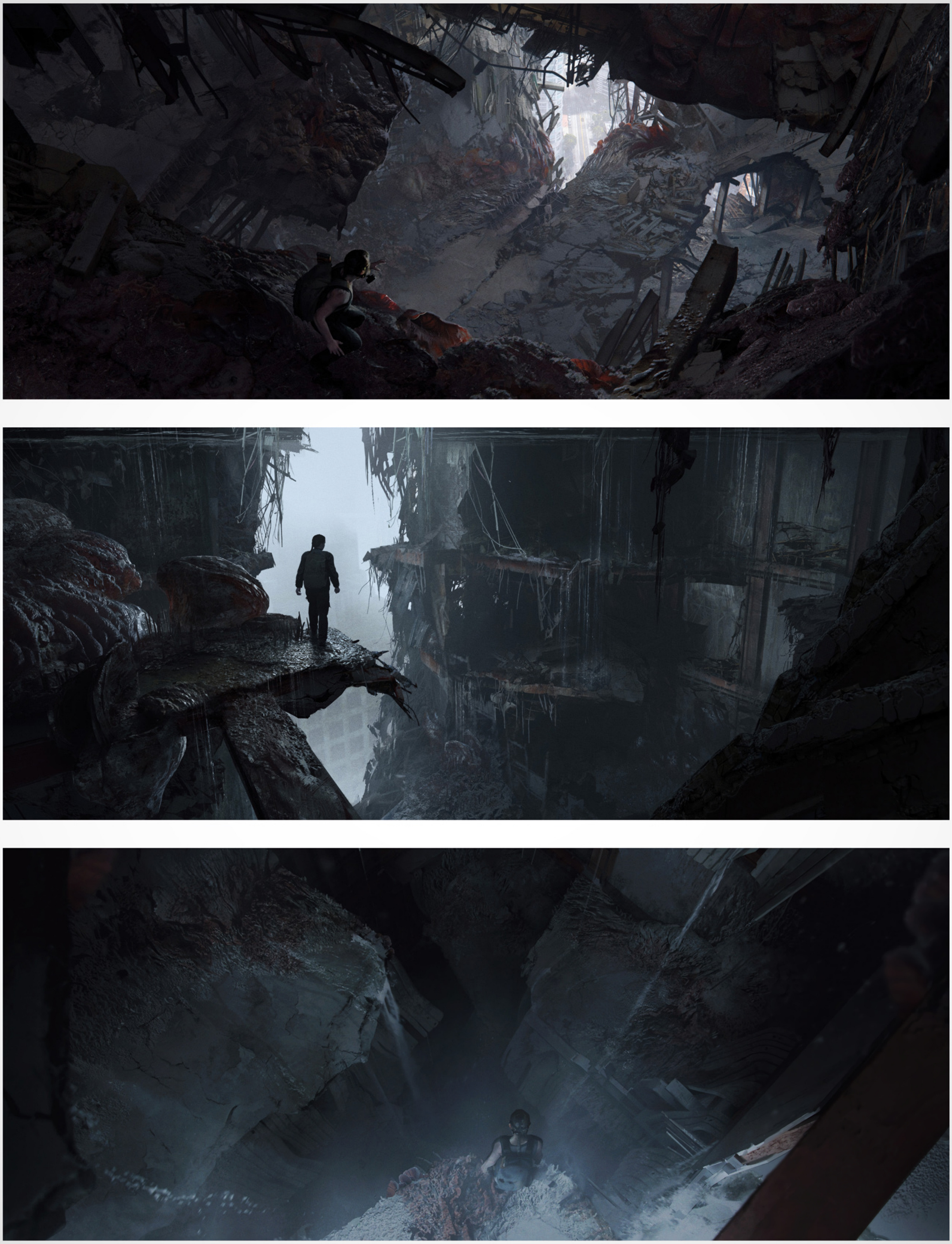
Desperate to help an innocent kid, Abby fights against her fear of heights, scaling further skyward and crossing towering cranes. Despite their caution, Lev and Abby fall and crash into a high-rise pool. Now their only way back to the street is through a hotel overrun with Infected.

Artists: Sebastian Gromann, Sebastian Gromann, John Sweeney, John Sweeney, John Sweeney



Corpses throughout the buildings act as a sobering reminder of the indiscriminate destruction of the virus. Skeletal systems of both adults and children were developed with an eye for accuracy.

Artists: Alfonso Padrón Nigro | OPB, Danar Worya | OPB, Ricky Ho | OPB



The hotel is overwhelming, but Lev proves a capable companion when the two descend into what feels like hell.

Artists: Aaron Limonick, Eytan Zana, Sebastian Gromann

Although danger is always imminent, nothing would prepare Abby for the horror that awaited her in the hospital —the Ratking. A monstrous tangle of Infected that have grown together.

Artists: Sebastian Gromann, Sebastian Gromann, Jad Saber - OPB, John Sweeney, Sebastian Gromann

AMPUTATION

With medical supplies retrieved, Abby and Lev return to the aquarium. Mel performs the gruesome operation on Yara. Her attachment to these kids highlights her own prejudice—for years, she's hated the Seraphites, but spending time with Yara and Lev has opened her eyes.

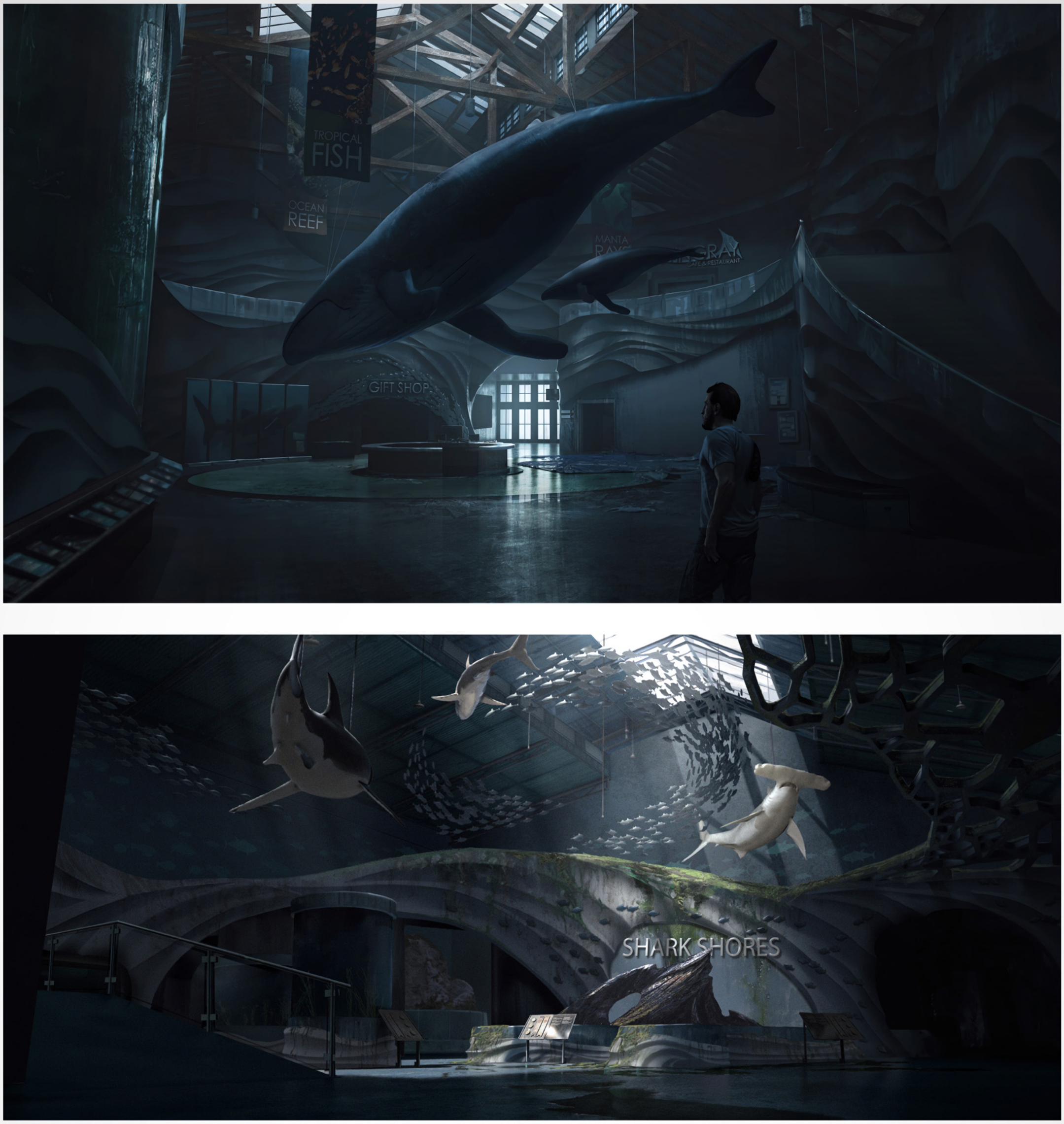
THE AQUARIUM

In the quiet of the following morning, Mel confronts Abby about the affair: "You're a piece of shit, Abby, and you always have been." Abby is forced to own her own sins and question herself—is she too far gone to ever be considered a good person?

Artists: Mingjue Helen Chen, John Sweeney, Sebastian Gromann, Sebastian Gromann

Yara wants to go with Owen to Santa Barbara, but Lev struggles with the idea of leaving his mother behind. She'll be punished for their actions. The two fight about their next steps, and Lev, scared and angry, runs off. Abby helps Yara look for him through the crumbling facilities, abandoned back rooms, and tanks once teeming with fish.

Artists: Jad Saber | OPB, Simeon Schaffner | OPB, Ricky Ho | OPB



With its high ceilings and massive model whales and sharks suspended above like deities, the aquarium almost resembles a cathedral. Conversely, the glass tunnels of the aquarium feel cramped and ominous.

Artists: Eytan Zana, Theophilus Abdiel | PR, John Sweeney

THE ISLAND

With mounting fears for his mother's safety and the belief that he could save her, Lev runs away to the Seraphites' island. Knowing he's heading toward certain death, Abby and Yara rush to catch up with him.

The moody Seattle fog settles upon the water as Lev makes his way to the island.

Artists: Robby Johnson, Sebastian Gromann, Antoine Boutin | OPB

Artist: Antoine Boutin - OPB

SERAPHITES

The traditionalist Seraphites shun the faithless old world. They believe Seattle was ordained to them and must be brought back toward righteousness. With that as their driving force, they constantly battle the "heathen" WLF for territory and resources.

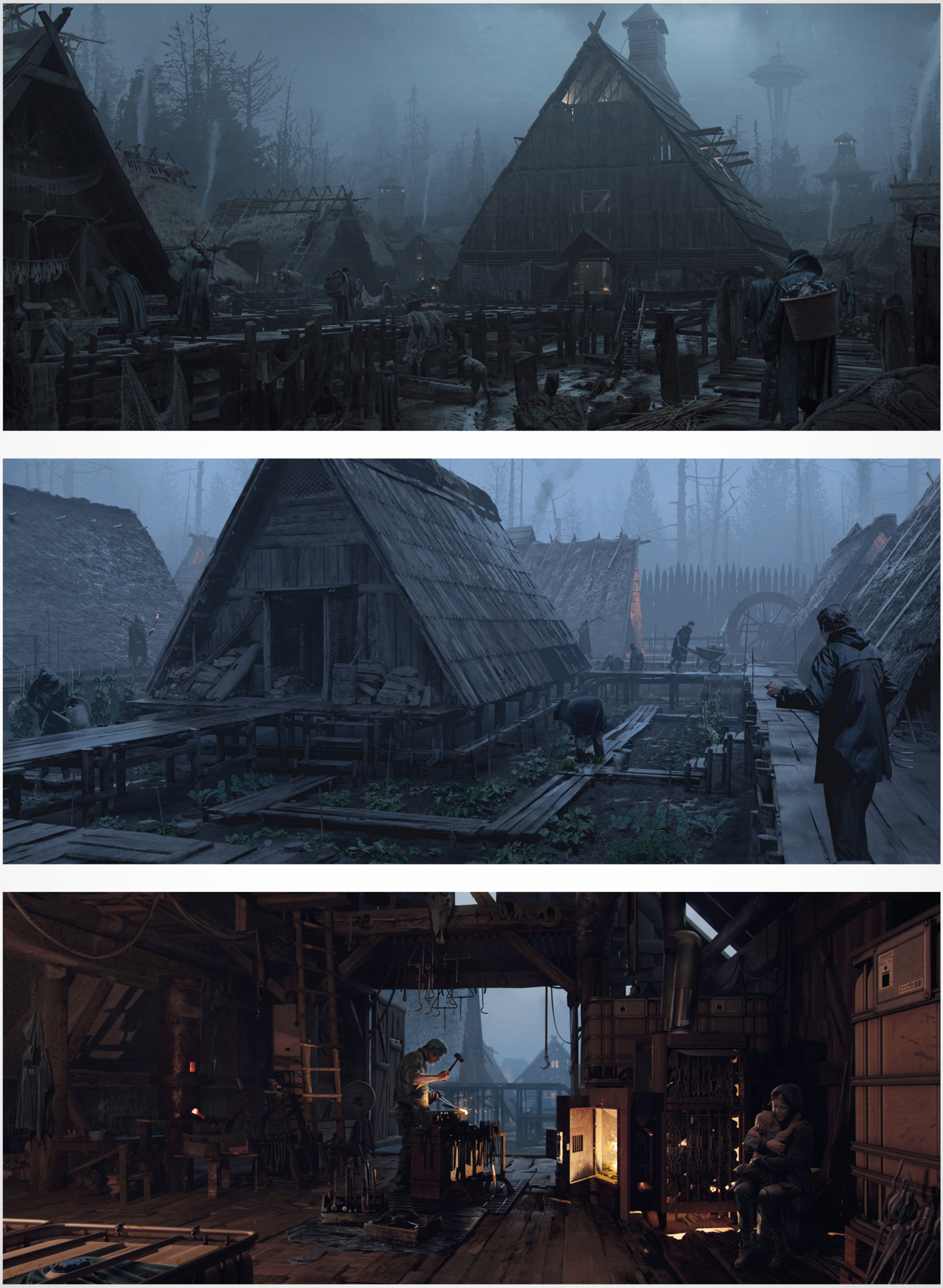
Artist: Hyoung Taek Nam

Early designs envisioned the Seraphites as a fishing community, wearing rain ponchos to protect themselves from the damp, flooded surroundings. Their outfits' silhouettes stayed consistent right up to final development, as they felt like a strong, mysterious contrast to the WLF's military aesthetic.

Artist: Hyoung Taek Nam

Shedding her Seraphite uniform, Yara adopts the modern look of Abby and the WLF. Her graphic T-shirt and casual clothing indicate her transition from her restrictive upbringing to a more carefree outlook.

Artist: Hyoung Taek Nam



Artists: Florent Lebrun | OPB, Simeon Schaffner | OPB, Balázs Ágoston | OPB

Built over the wetlands of the Seattle outskirts, the Seraphites' island is filled with modest wooden huts erected on wooden stilts to keep the interiors dry from the floods. Elevated pathways between structures allow easy passage. The Seraphites' archaic culture is reflected in their blacksmith shops and agrarian lifestyle.

Artists: Eytan Zana, Issac Kim, Robby Johnson

Many explorations of how this new community would look and how their ritualistic way of life influences their physical appearance.

Artist: Ashley Swidowski

Lev's reunion with his mother ends tragically. Deeply devout, she believes Lev must be punished for breaking the rules. Lev's mother tries to grab him and drag him to the elders. His capture would mean death. In their scuffle, he accidentally kills her in self-defense.

Artists: Ashley Swidowski, John Sweeney, Simeon Schaffner - OPB, Ashley Swidowski

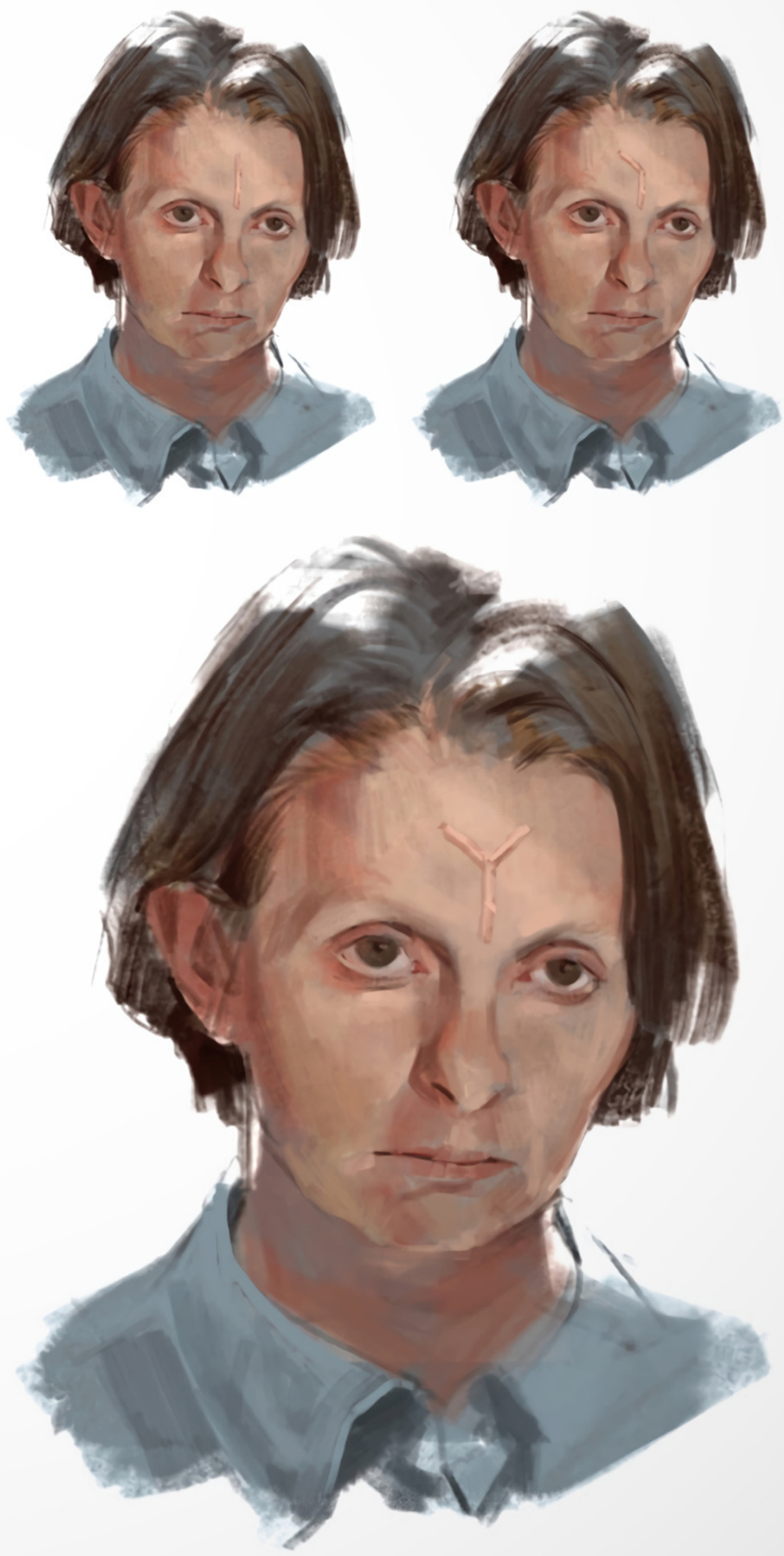
THE ISLAND ESCAPE

Abby and Yara find Lev reeling from the trauma of killing his mother. Their timing is unfortunate—the WLF have arrived on the Seraphites' island with the intention of wiping them out. Abby and the kids attempt to flee the island.

Abby and Yara each embrace a shaken and weeping Lev.

Artists: Matteo Marjoram | OPB, John Sweeney, Alex Neonakis, Mingjue Helen Chen

Artists: Eytan Zana, Sebastian Gromann, Francis Tneh | PR



The deep scars the Seraphites carve into their faces are signifiers of their devotion to their group. Various explorations of scarification were considered. The in-game Seraphites bear scars that extend from the corners of their mouths to their ears.

Artists: Jad Saber | OPB, Ashley Swidowski, Ashley Swidowski

In the midst of the battle to escape, the Seraphites' village is set ablaze, creating a hellish landscape. As the village is predominantly filled with wooden structures, the fire spreads rapidly, and chaos ensues. Yara is killed, and Abby barely gets Lev out of the chaos alive.

Artists: Simeon Schaffner | OPB, Florent Lebrun | OPB, Florent Lebrun | OPB

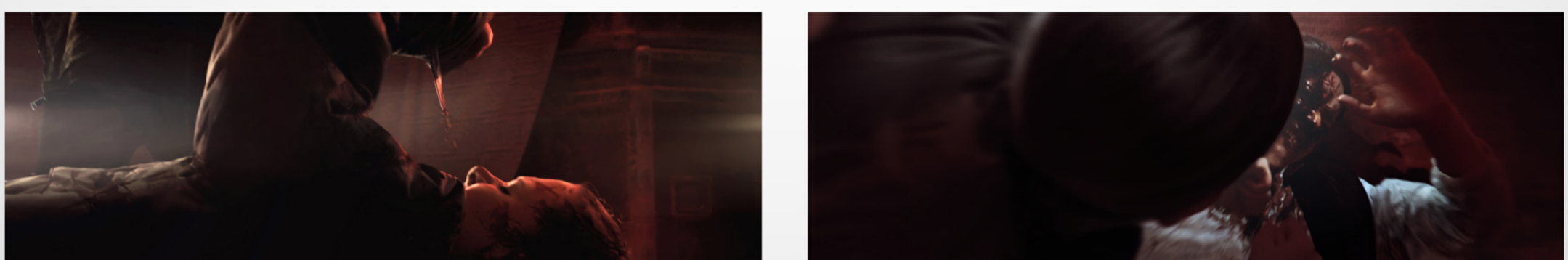
Artists: Balázs Ágoston | OPB, Eytan Zana, Eytan Zana

Exploration of civilian Seraphites. Many iterations were designed to suggest that they scavenged their clothing from ocean debris. However, further explorations show them wearing clean uniforms, eschewing individuality to show integration into the group.

Artists: Hyoung Taek Nam, Ashley Swidowski (*Opposite*) Hyoung Taek Nam, Ashley Swidowski

THE THEATER SHOWDOWN

Abby and Lev return to the aquarium to find Owen and Mel horrifically slain. She finds a clue—Ellie's map—that leads Abby to the theater. There, Abby and Ellie fight mercilessly, each blinded by rage and a need for vengeance.



Artists: John Sweeney, Eytan Zana, Robby Johnson, Robby Johnson

JACKSON FLASHBACK

In a flashback, we find Ellie and Dina the night before Joel's death, at a winter dance in Jackson. The party is decorated with delicate lights, and homemade drinks are served. There, the two best friends dance. Ellie has wanted Dina for years. In Dina's first move as a newly single woman, she kisses Ellie in front of the whole town. For a moment, Ellie's life seems like it's hurtling toward happiness.

Artists: John Sweeney, Hyoung Taek Nam, Alex Neonakis

Concepts of Dina, Ellie, and Jesse in the fun environment of the festival. Despite the romantic triangle, the three are at their core good friends, and that loyalty will carry them through the traumas to come.

Artists: Alex Neonakis,
Hyoung Taek Nam, Alex Neonakis

In an original pitch, Abby was going to infiltrate the dance at the festival and insinuate herself into Joel's life. Above are early concepts of how Abby would have met Joel.

Artists: Hyoung Taek Nam, Hyoung Taek Nam, Alex Neonakis

THE FARM

Several months after the violent encounter with Abby at the theater, Ellie, Dina, and their baby, JJ, have settled down on a quiet farm on the outskirts of Jackson.

The transition to a normal life proves difficult for Ellie as she struggles with PTSD. Despite her best efforts to live in the present and appreciate her family, she's unable to shake her old need for closure and vengeance.

ELLIE'S FARM

With a baby to care for and a life to rebuild, Ellie and Dina strive to establish normalcy. Moving into a farmhouse deep in the Wyoming countryside, they attempt to return to a peaceful life. However, Ellie cannot shake her lingering trauma.

Artists: Ashley Swidowski, John Sweeney, John Sweeney (*Opposite*) John Sweeney, Winona Nelson, Hyoung Taek Nam

PROVIDING

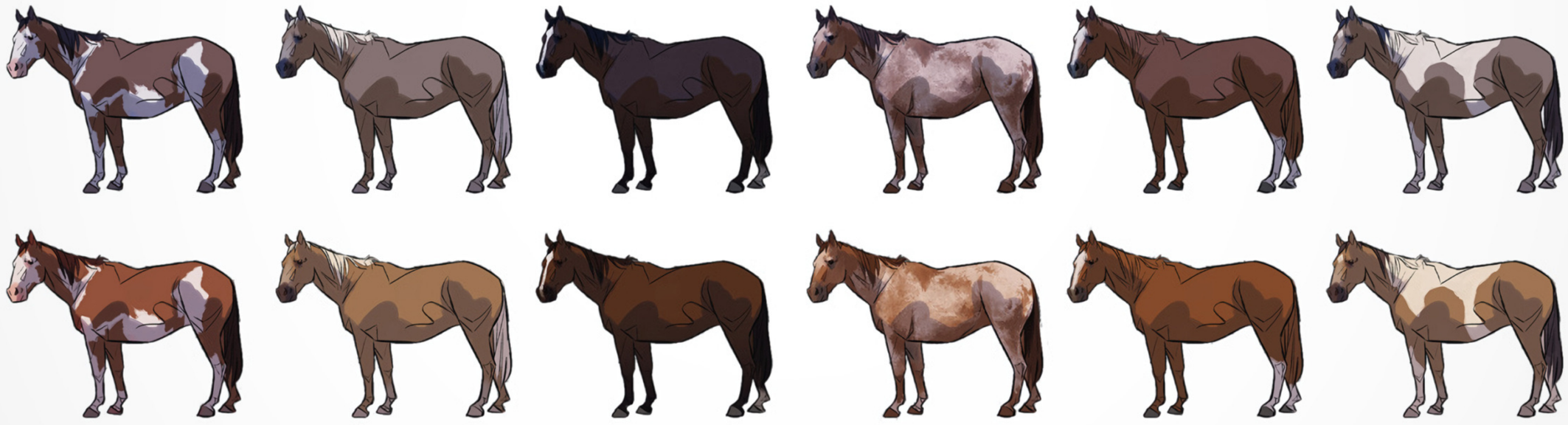
A sequence no longer in the game depicting how Ellie's hunting methods are markedly more ruthless after her journey. Her frustration and rage are evident in the savage way she grapples with the boar.

Whereas Ellie used to rely on Joel, she and Dina are now partners in survival. With their new roles as parents and providers, they must work together to ensure the well-being of their family.

Since Seattle, Ellie's lifestyle has changed substantially. To show this change, she was given a shorter hairstyle.

Artists: Ashley Swidowski

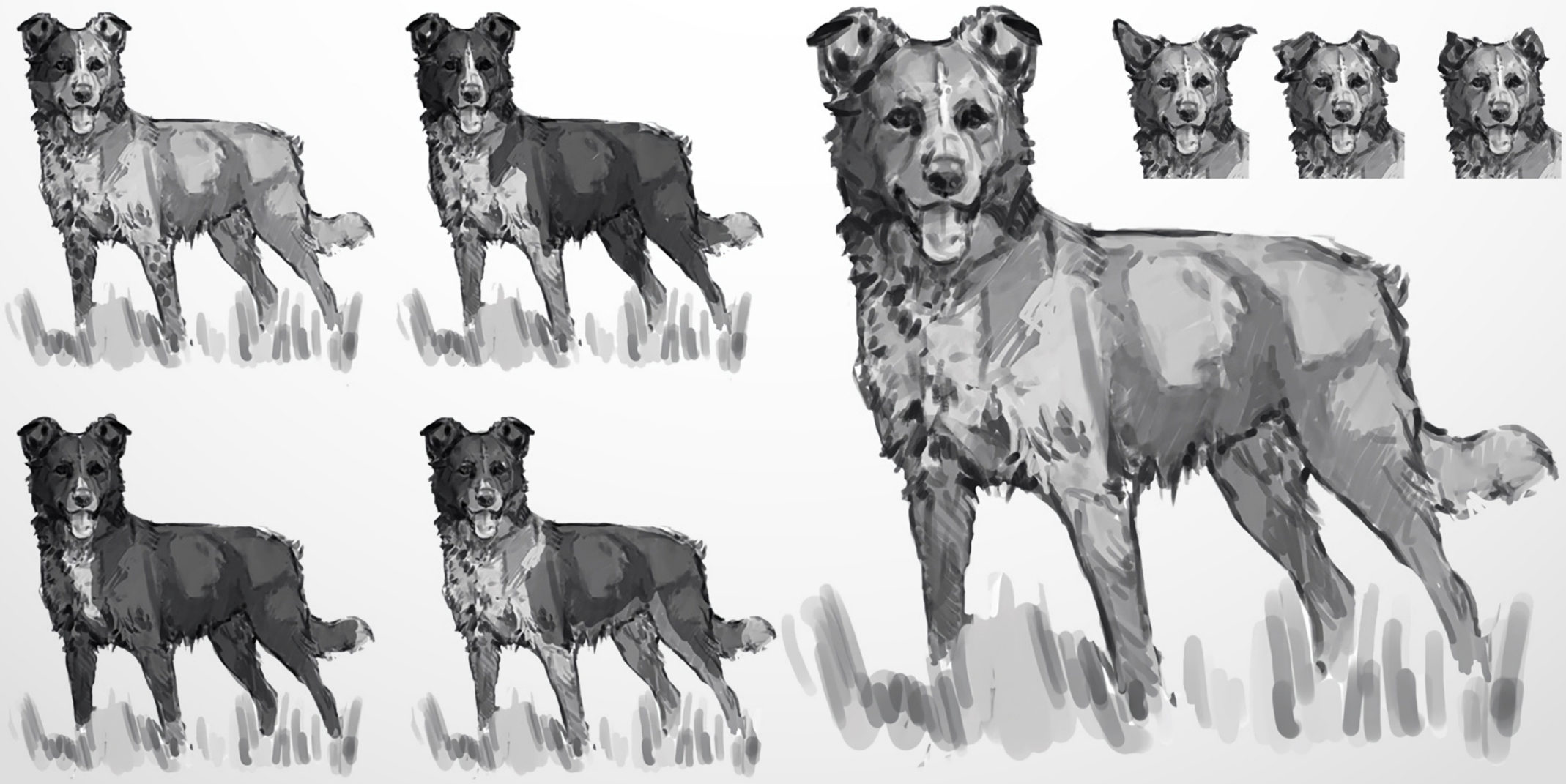
While horseback riding was featured in *The Last of Us*, this time around we wanted them to have more personality and identity as companions to Ellie and the characters of the story. We used their unique coats, colors, saddle designs, and gear to make them distinctive, and characters refer to them by name. In the case of Ellie, her horse is named Shimmer, while Dina's is named Japan.



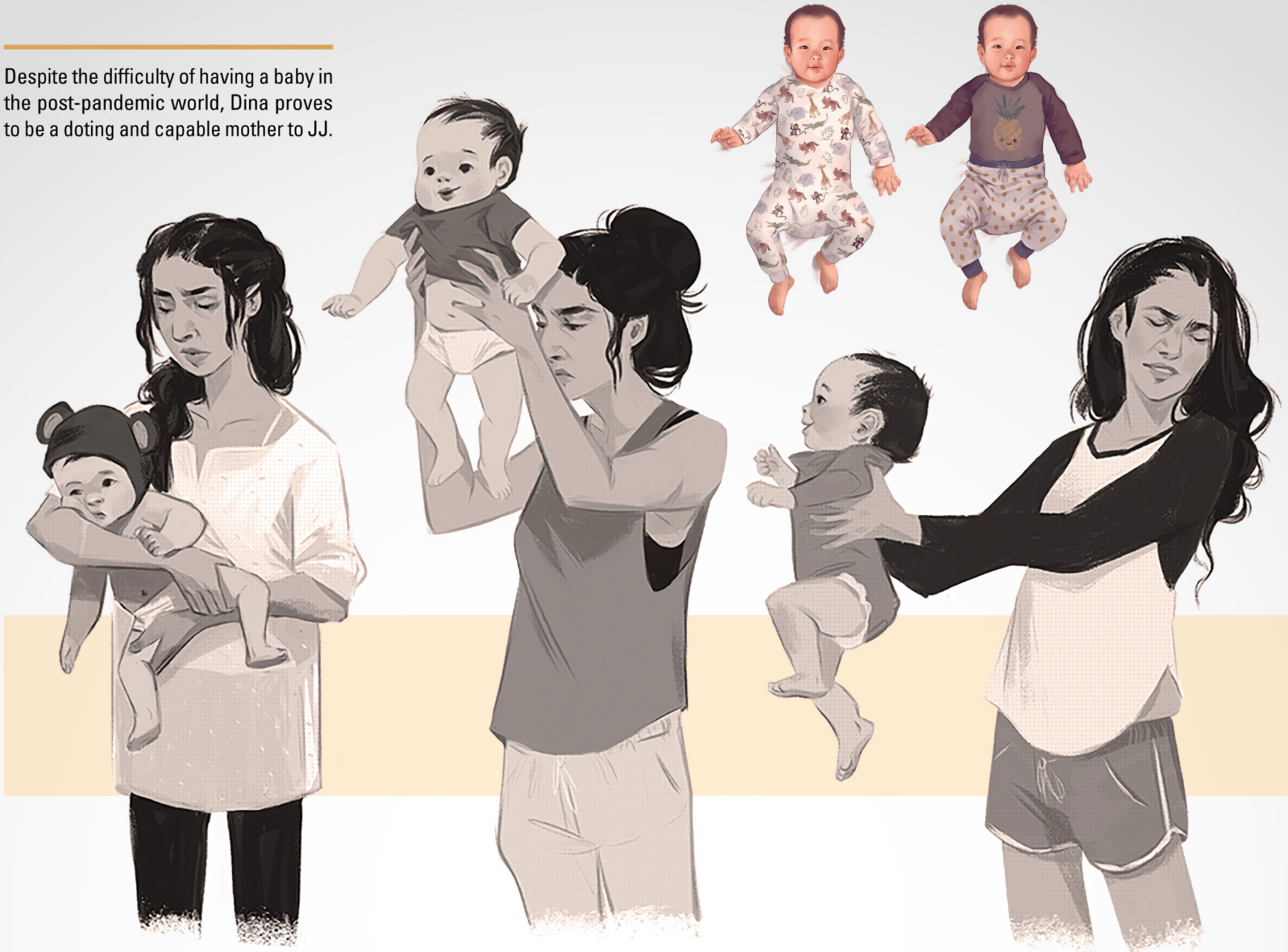
Artists: Ashley Swidowski, Alex Neonakis, John Sweeney

In earlier iterations, Ellie was going to have a dog companion throughout the story.

Artist: Ashley Swidowski



Despite the difficulty of having a baby in the post-pandemic world, Dina proves to be a doting and capable mother to JJ.



Artists: Alex Neonakis, Hyoung Taek Nam (*Opposite*) Alex Neonakis

(*Above*) Dina in various concepts of her nightwear holding infant JJ to convey being vulnerable and sympathetic. (*Below*) We see a sweet moment that displays the tender romance between Ellie and Dina.

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MOVING FORWARD

Ellie feels a deep love for her son, but her trauma threatens the safety of the tiny family. Below are concepts of Ellie carrying the baby while doing routine chores around the farm.

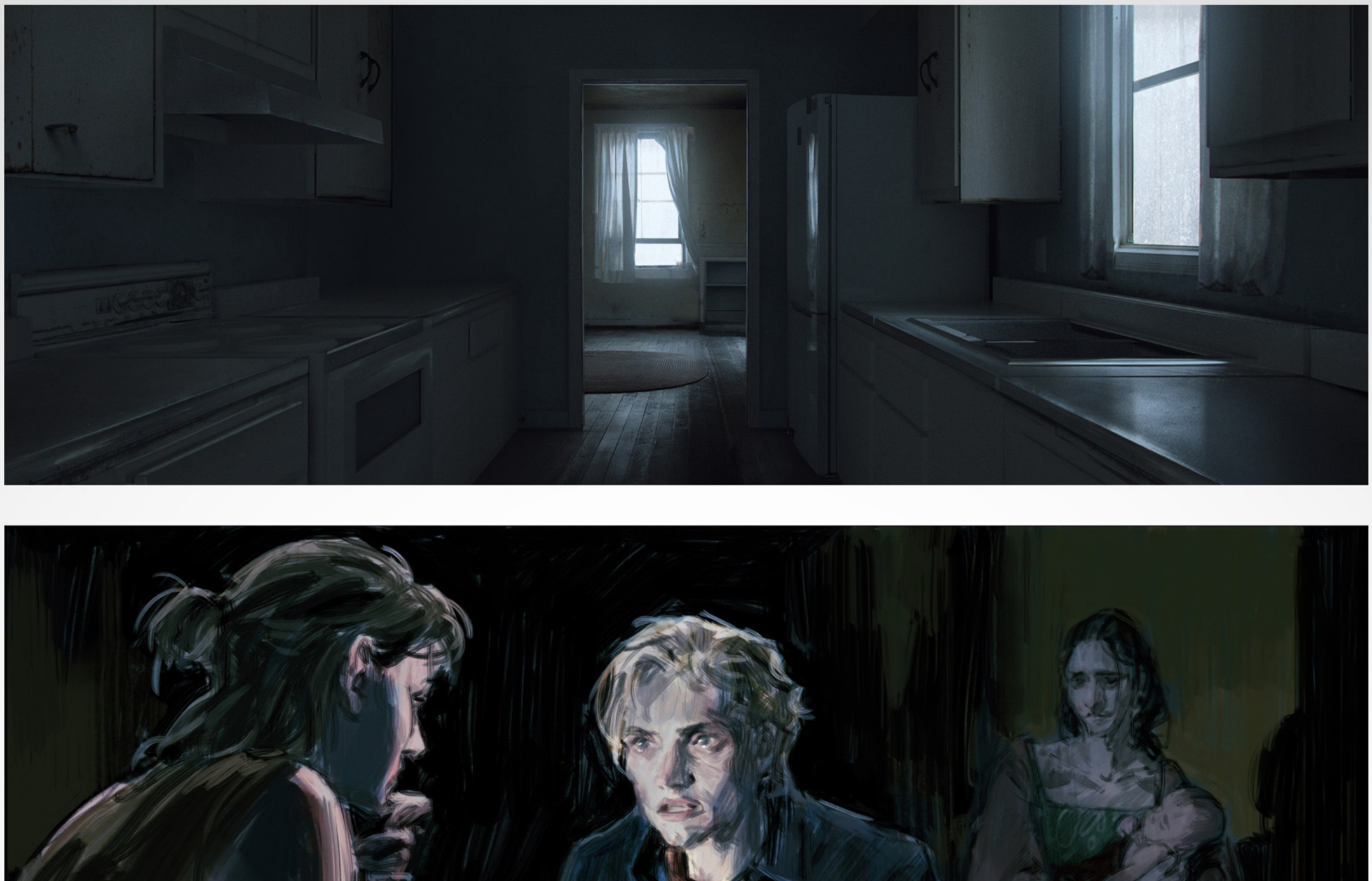
Artists: Alex Neonakis, John Sweeney, John Sweeney

While holding the baby and herding the sheep, Ellie has a PTSD episode. Dina comes running, comforting Ellie and the crying baby.

Artists: Robby Johnson, Ashley Swidowski, John Sweeney

Ellie's PTSD impedes on her reality, bringing up memories she'd sooner forget. In original concepts, Maria informs Ellie of Abby's whereabouts; Maria was ultimately replaced by Tommy so Ellie would have to face Abby's impact. With this new information, the temptation for closure is too great. Ellie decides to go after Abby, leaving her family behind.

Artist: John Sweeney



Artists: John Sweeney, Hyoung Taek Nam, Ashley Swidowski

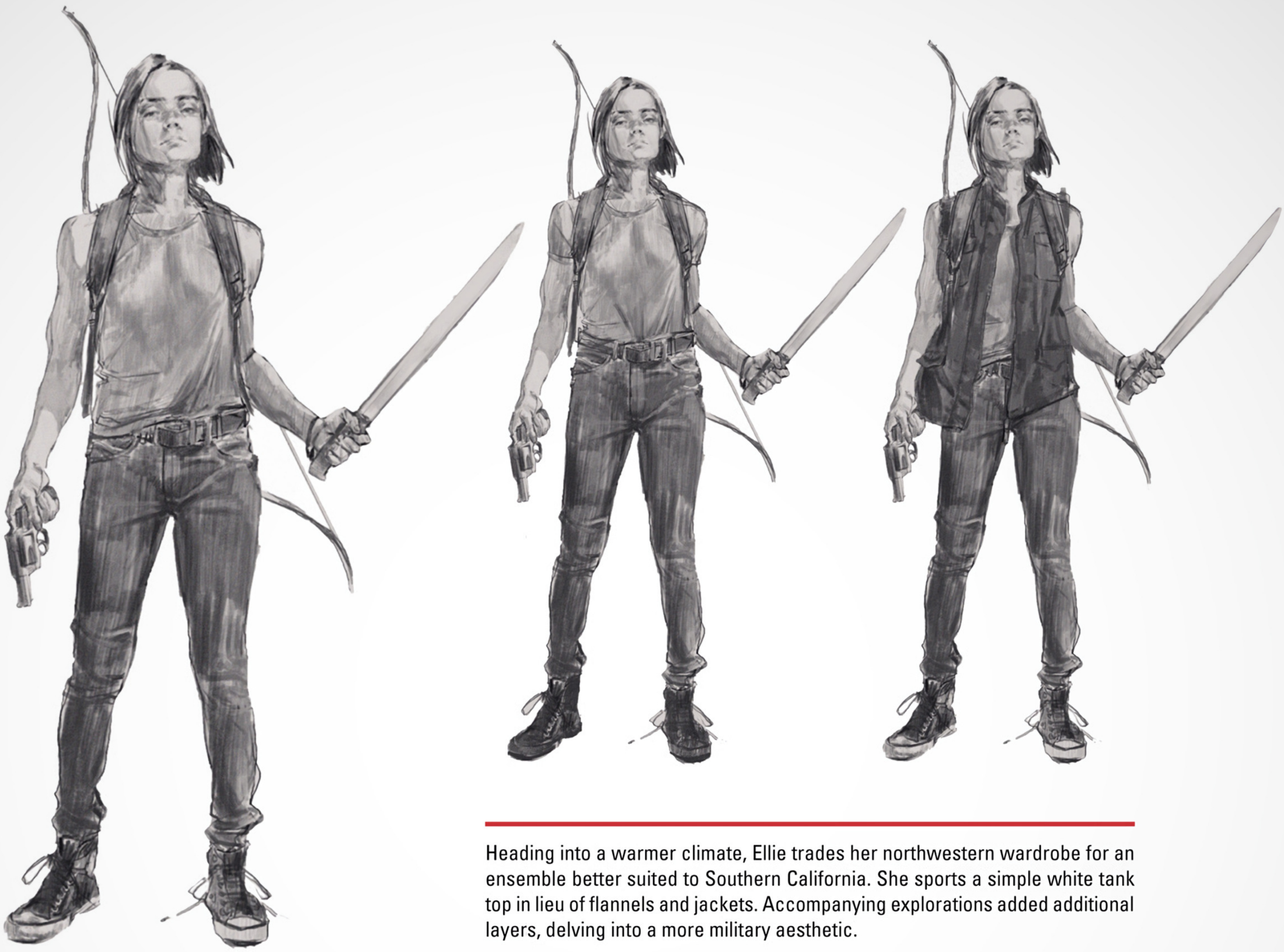
SANTA BARBARA, CALIFORNIA

Ellie's hunt for Abby leads her to Santa Barbara. There, Abby and Lev have been looking for the Fireflies in an effort to fulfill Owen's dream after his death.

The lush coastal town of Santa Barbara, California, once a halcyon community known as the "American Riviera," is now home to the ruthless Rattlers. Their survival is dependent on human labor, and their punishing treatment means they're always in need of more bodies. Despite this looming threat, Ellie ventures in, ready to face Abby a final time.

SANTA BARBARA

Filled with fine sandy beaches and lush, overgrown palm trees, the former vacation town of Santa Barbara has become overrun by Infected and the vicious Rattlers. It's there that Abby and Lev are tracking rumors of Fireflies. It's also where Ellie picks up Abby's trail by tracking Owen's sailboat along the coast.



Heading into a warmer climate, Ellie trades her northwestern wardrobe for an ensemble better suited to Southern California. She sports a simple white tank top in lieu of flannels and jackets. Accompanying explorations added additional layers, delving into a more military aesthetic.

Artists: Ashley Swidowski, Aaron Limonick

Artists: Florent Lebrun | OPB, Antoine Boutin | OPB, Kristian Llana | OPB

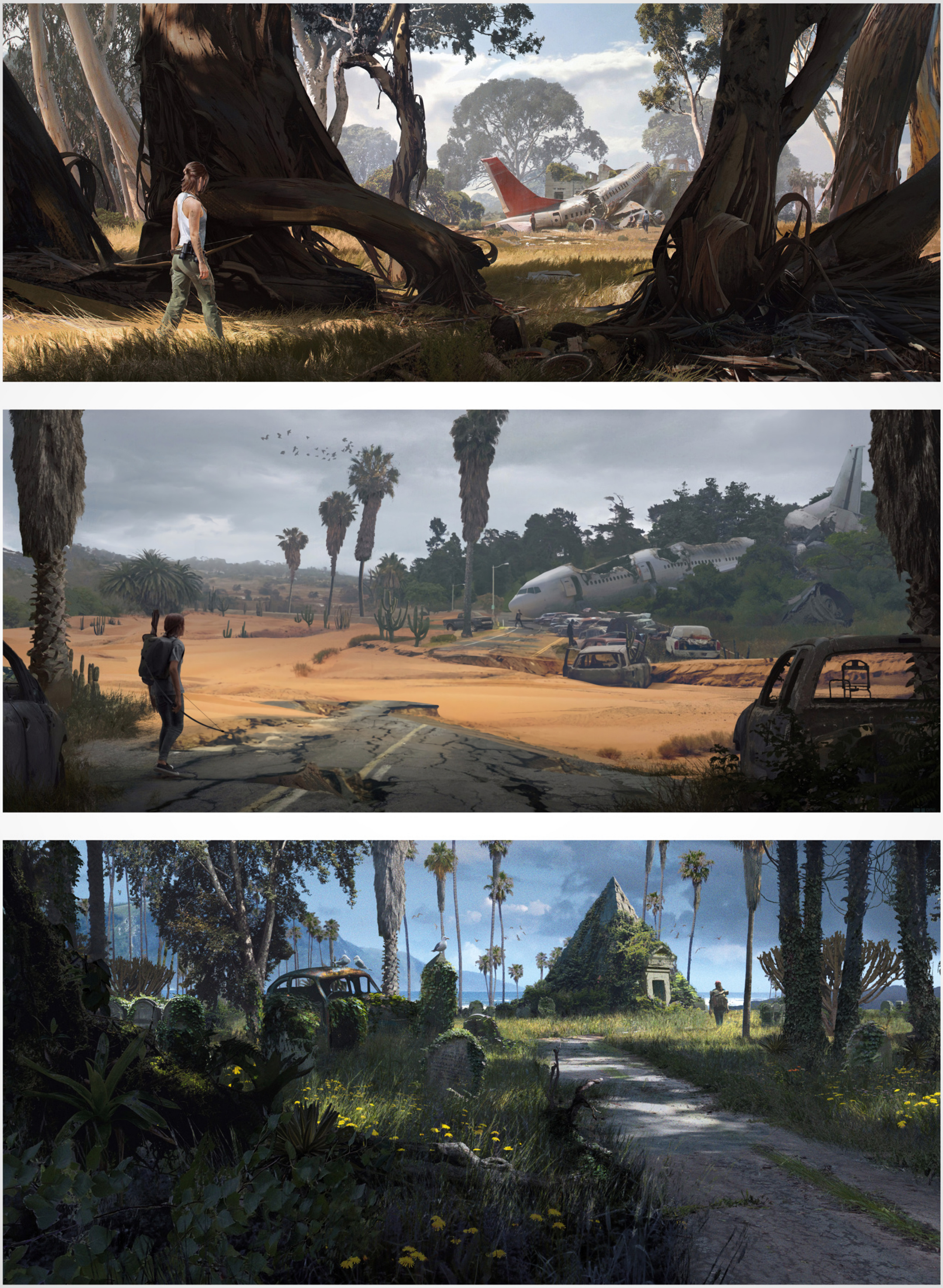
Artists: Sebastian Gromann, Aaron Limonick, Aaron Limonick

Ellie tracks Abby through the Spanish Colonial-style residential homes of Santa Barbara. The once manicured properties are now overwhelmed with peeling palm and eucalyptus trees. Desert flowers bloom unhindered, and vibrantly colored floral vines take over the luxurious suburbs.

Artists: Aaron Limonick, Aaron Limonick, Sebastian Gromann

Ellie traverses the remains of a plush existence. Overturned boats fill the canals and docks. Overgrowth climbs up the buildings that housed elite restaurants and businesses. It's a stark difference from the plains of Jackson or the condensed Seattle cityscape.

Artists: John Sweeney, Sebastian Gromann, Justin Wentz | OPB, (*Opposite*) Alfonso Padrón Nigro | OPB, Aaron Limonick, Antoine Boutin | OPB



Artists: Balázs Ágoston | OPB, Justin Wentz | OPB, Jad Saber | OPB

THE RATTLERS

Concepts of the Rattlers. As a brutal, ruthless, and chaotic faction, they roam the town and coast, imprisoning anyone they can find.

They sport various combat pieces—flak jackets, supply belts, tactical helmets, and tactical gloves. These are layered over T-shirts and tank tops meant to keep them light and cool. Caps protect their faces from the sun, and face coverings prevent inhalation of sand and dust.

Artist: Richard Lyons

(*Above*) The Rattler base, formerly a hotel and now converted into a fortress. Note the prisoners kept in a chainlink fence barricade, stripped naked and unprotected from burning in the California sun. (*Right*) More Rattler concepts. Note the burned and weathered look of their skin.

Artists: Robby Johnson, Danar Worya | OPB, Richard Lyons

Early explorations of Ellie infiltrating a Rattler base with Santa Barbara's iconic Spanish-style architecture. Below are designs of Rattlers' armor graphics to make them appear more aggressive and intimidating

Artists: Maria Zborovska | OPB, Richard Lyons, Richard Lyons

Artists: Aaron Limonick

Artists: Simeon Schaffner | OPB, Nick Gindraux, Kristian Llana | OPB

T2-122- Hotel Approach

The Rattler compound at night, with members of their ranks patrolling the surrounding area. Ellie infiltrates the base after learning Abby is being held captive there. But when she frees the prisoners, she's informed Abby was taken down to the "pillars" and is probably already dead. The enslaved point Ellie toward the nearby shore, then descend upon the Rattlers, ready for their own revenge.

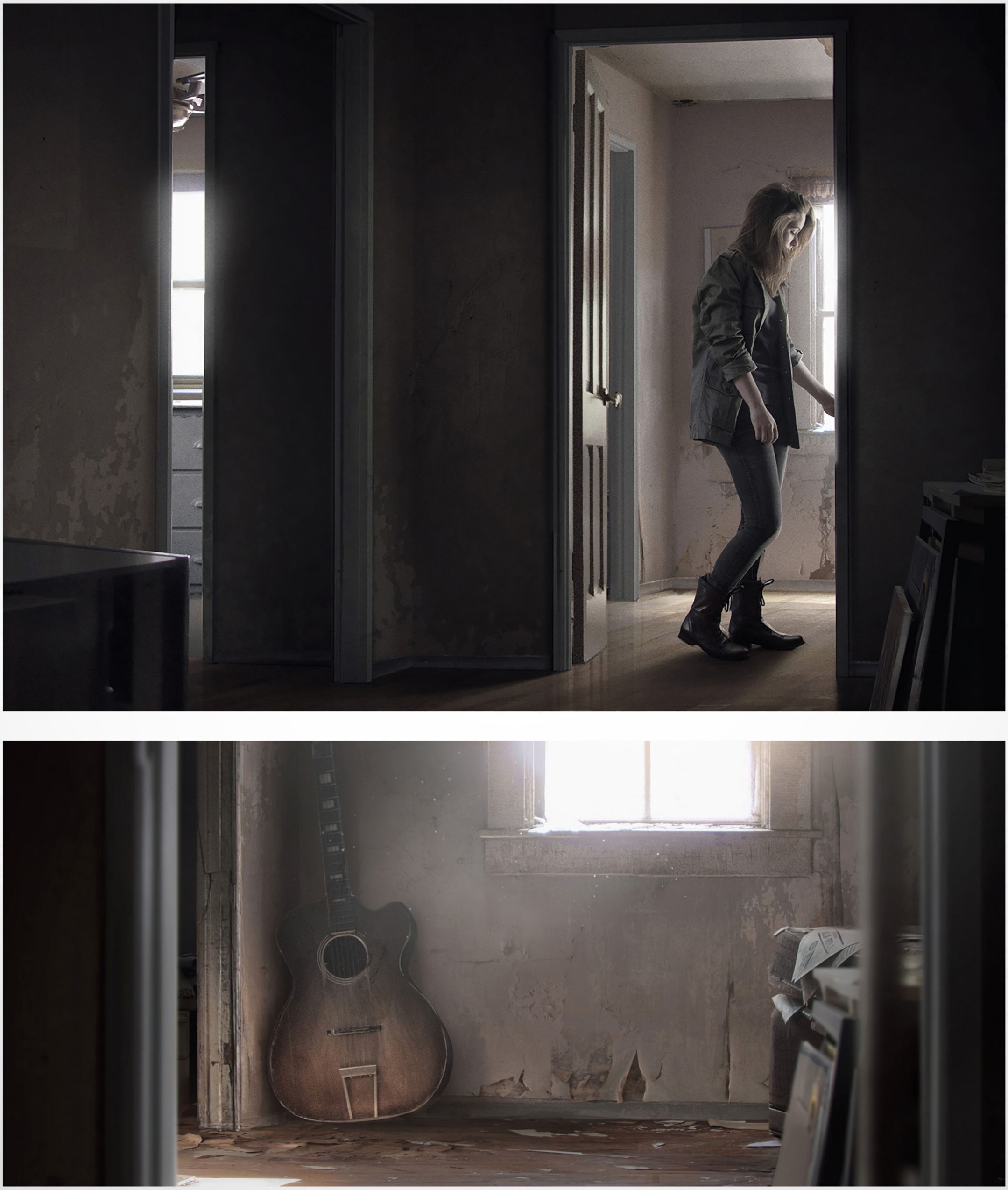
Artists: Jad Saber | OPB, Balázs Ágoston | OPB, Richard Lyons, (*Opposite*) Jad Saber | OPB, John Sweeney, John Sweeney

Ellie finds Abby emaciated and near death. While Ellie stands there, stunned, Abby cuts Lev down from a nearby post and carries him to a boat. It seems like the girls will go their separate ways, but Ellie has a change of heart. She needs the closure. Ellie threatens Lev's life and demands a fight. The two girls square off. It's only when Ellie starts drowning Abby beneath the waves that she feels the futility of this kill. Ellie releases Abby. Abby boats away with Lev while Ellie cries on the shore.

Artist: Ashley Swidowski

EPILOGUE

Ellie returns home to find it empty—Dina took JJ and moved out. Ellie discovers her old guitar and plays a song that reminds her of Joel. It brings her back to her last memory of him, when they were on his porch the night before his death. Referring to what he did at the Firefly hospital, she told him, "I'm not sure I can ever forgive you, but I'd like to try." Ellie spent years angry at Joel, and on the precipice of their reconciliation, Abby took him away. Back in the present, Ellie gets up and leaves the guitar and the house behind, all alone in the world.



Artist: John Sweeney

GRAPHIC DESIGN

It was important for the graphic design and branding to ground the spaces to reflect reality while staying true to the narrative and supporting the player experience. Here are some of those designs seen throughout the world of *The Last of Us*.

SIGNAGE AND BRANDING

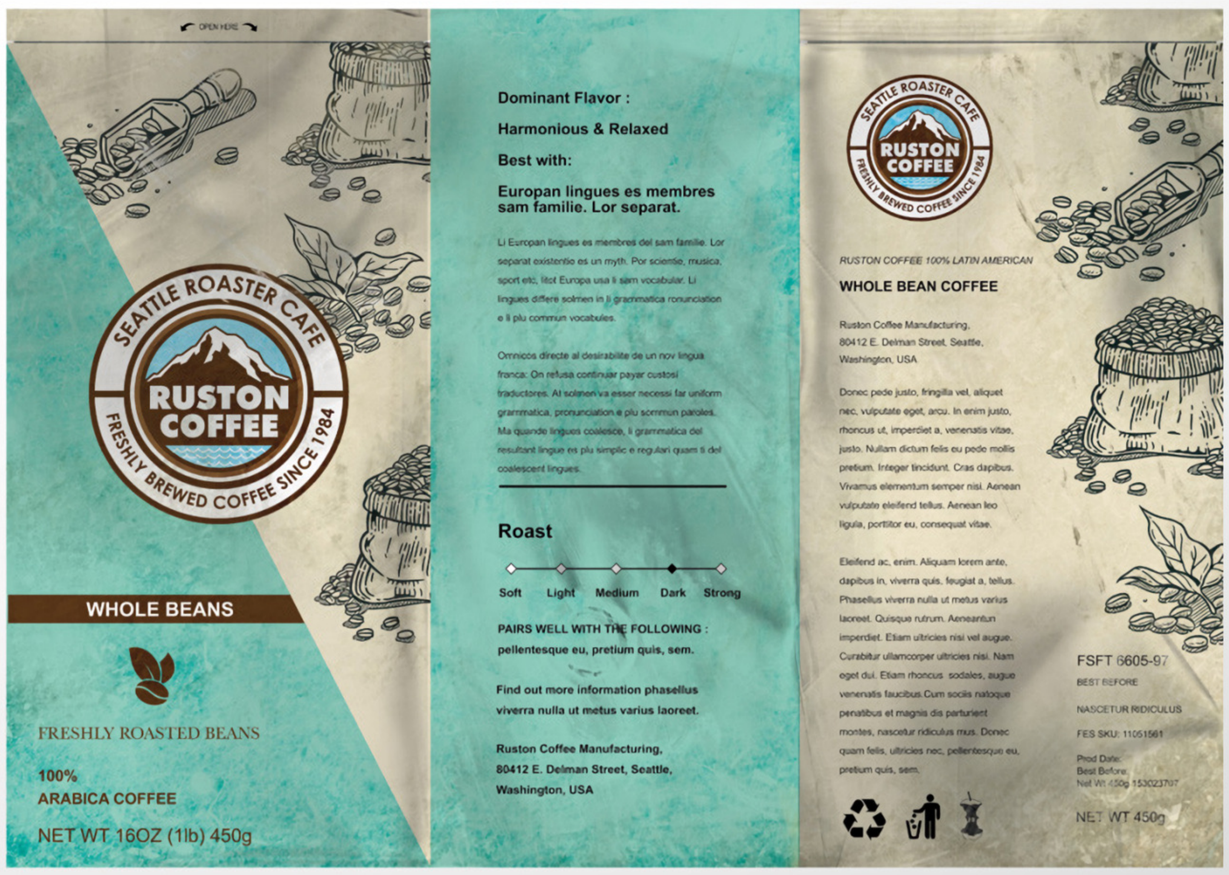
FEDRA
FEDRAL DISASTER RESPONSE AGENCY

Branding played a huge part in helping create this world. Here's a sampling of the logos that fill the game, ranging from juice bars to banks. Many of these logos went through many rounds, just like real-life business logos. The FEDRA shield underwent two hundred iterations before the final version was ready for the game.

Artist: Hailey Del Rio

Beyond creating a logo, the brands were fully thought out, from the appearance of the packaging to the implementation into spatial design, giving more authenticity to the designs.

Artist: Angel Garcia



Artist: Lemon Sky Studios

WASHINGTON LIBERATION FRONT

RULES MUST BE FOLLOWED

W

1. ALL WLF SOLDIER INSTRUCTIONS MUST BE FOLLOWED.

2. FEDRA COLLABORATORS WILL BE EXECITED

L

3. PERMISSION FOR LEAVING ASSIGNED ZONE IS REQUIRED

F

4. CURFEW WILL STAY IN EFFECT UNTIL FURTHER NOTIVE

Artists: Ricardo Lima, Bao Nguyen | WWS Creative

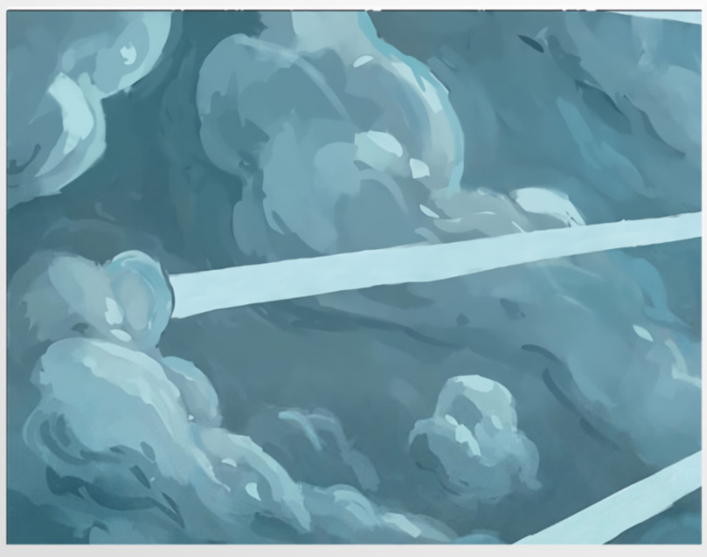
To create a graphic identity for the Washington Liberation Front, we needed to understand how they would use any graphic design elements in their world. All their signage is clear, concise, and ultimately utilitarian.

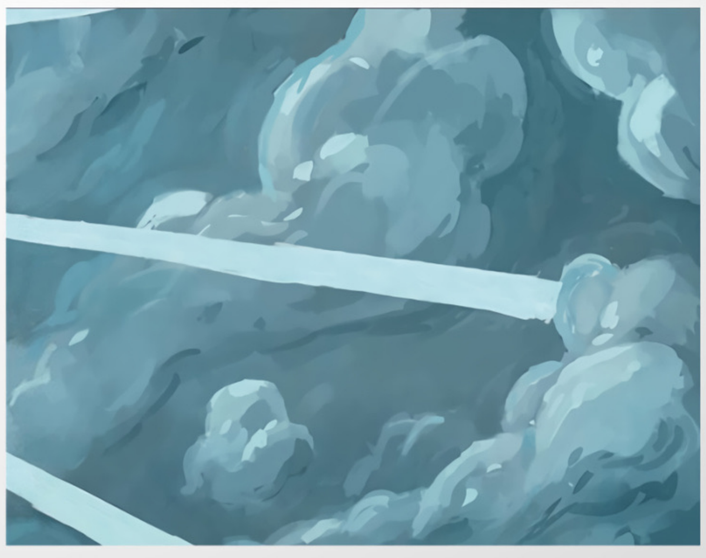
Artists: Dzulfeqar Nasir | PR, James Choo Jian Liang | PR, Theophilus Abdiel | PR

FEEL HER LOVE
FEEL HER LOVE

SERAPHITES

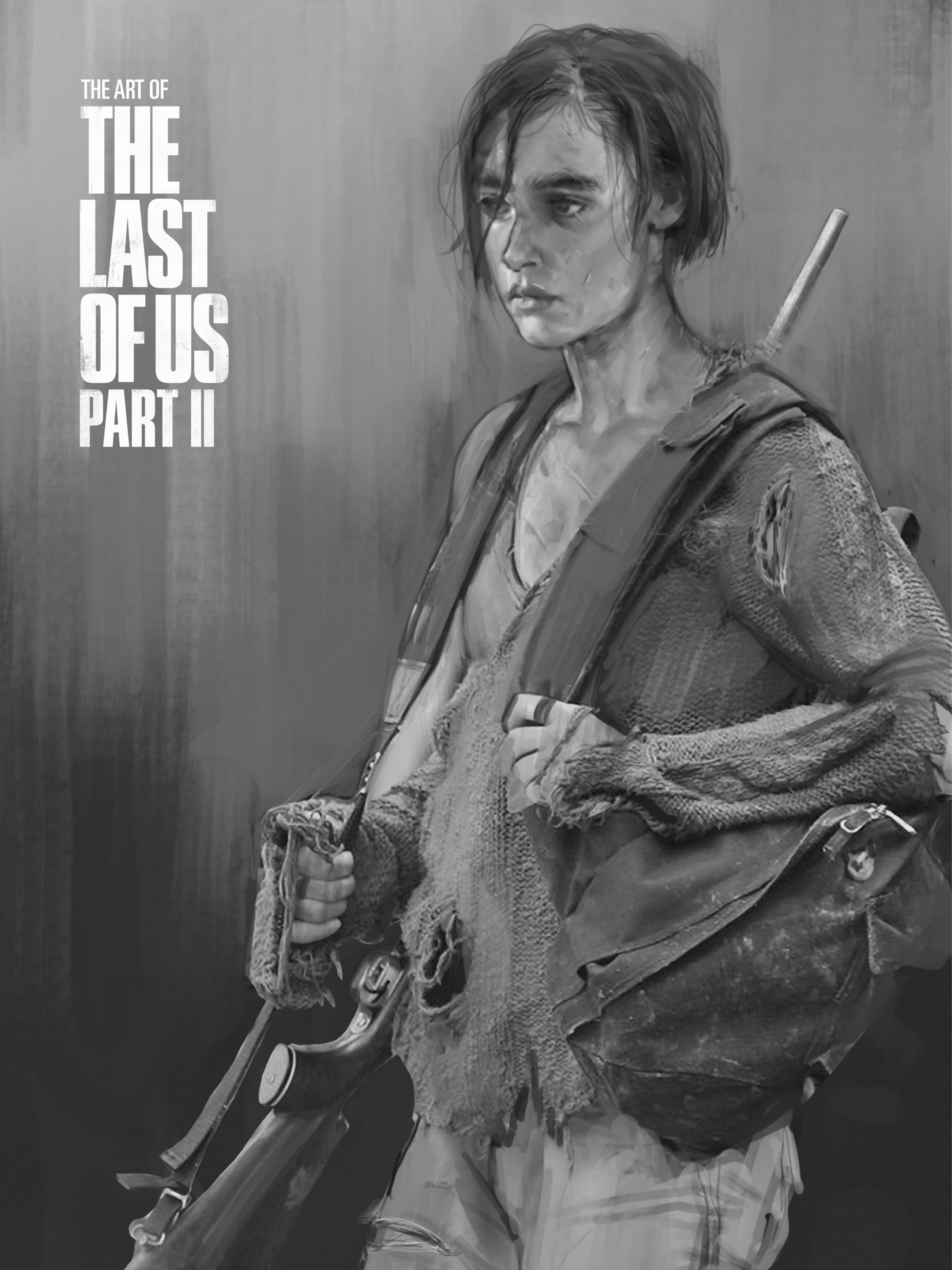
Primitive and simple, the Seraphites' visual language vastly differs from other factions' iconography. It was important to distinguish them, using their needs and beliefs as the driving force behind their designs.





Artists: MOOD, (*Opposite*), Brent Griffith, Passion Republic

THE ART OF THE LAST OF US PART II



THE ART BEHIND THE MUCH ANTICIPATED SEQUEL

Follow Ellie's profound and harrowing journey of vengeance through an exhaustive collection of original art and intimate creator commentary in the full-color hardcover volume: *The Art of The Last of Us Part II*.

- **Hundreds of pieces of unique concept art.**
- **Insightful artists' commentary.**
- **Chronicling the development of the long awaited sequel to *The Last of Us*—winner of over 200 Game of the Year awards.**

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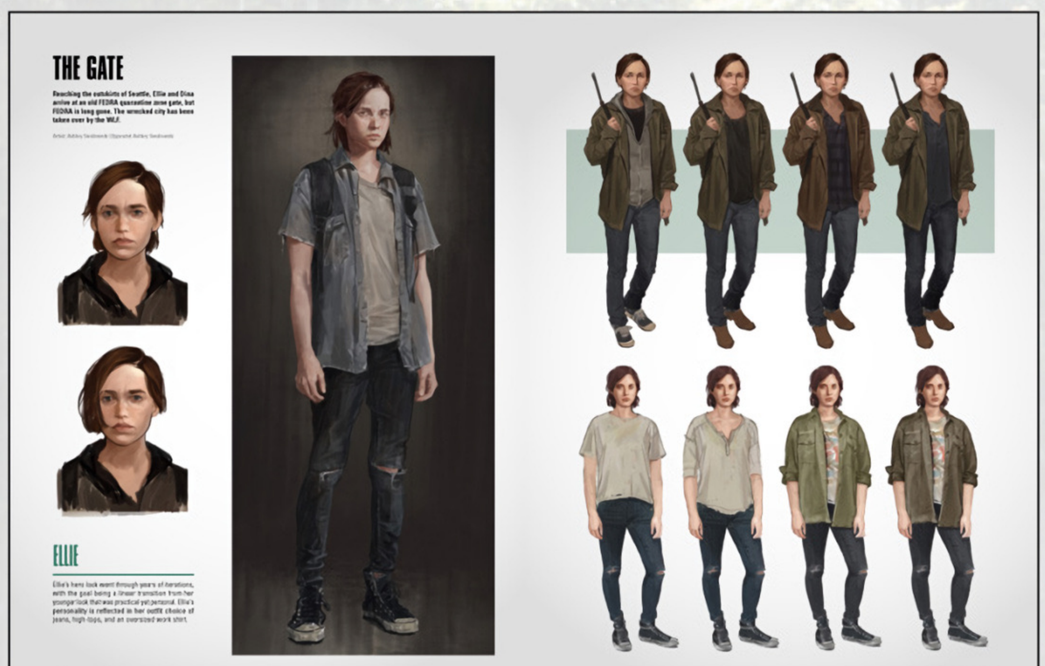

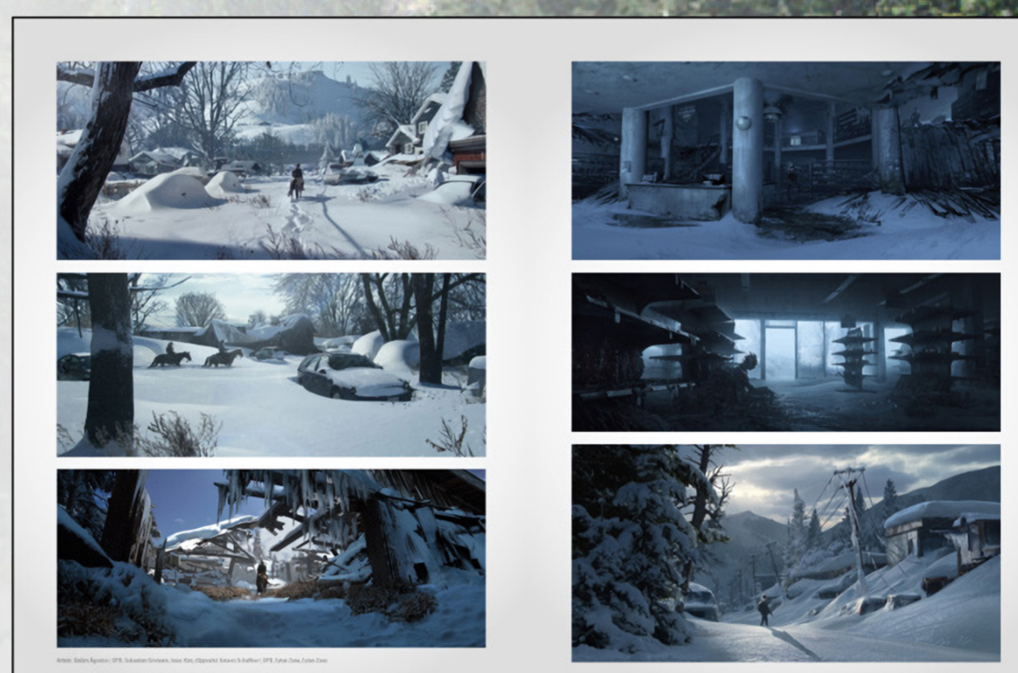

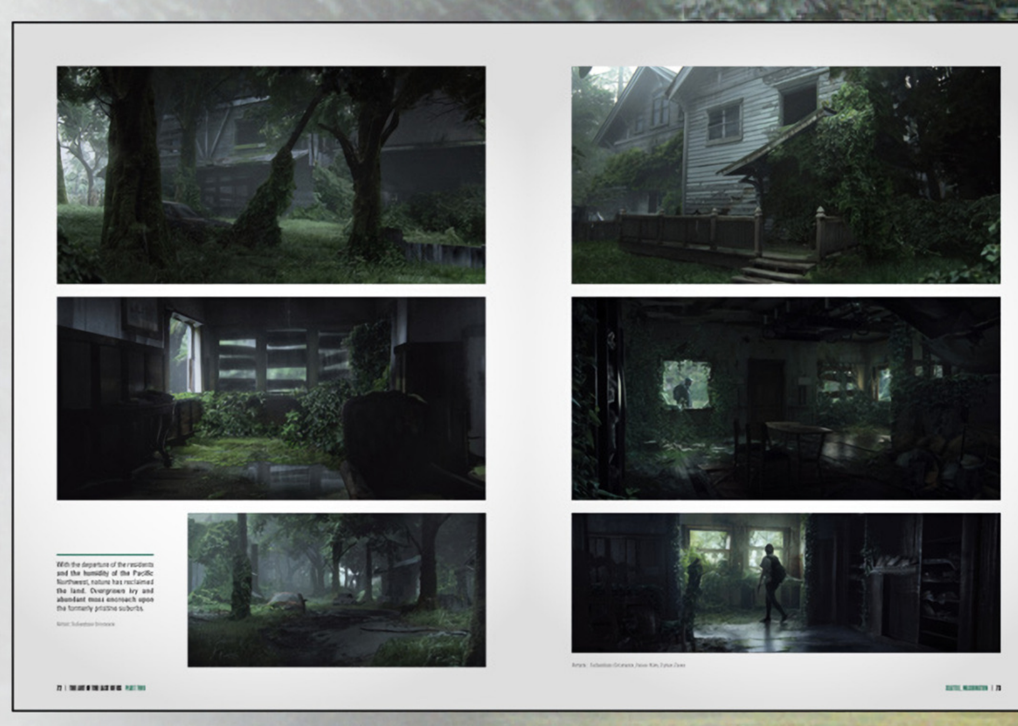

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